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The Chess Games of GRECO

Prof. Hoffmann

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THE GAMES OF GRECO

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THE MODERN CHESS PRIMER. By the
Rev. E. E. CUNNINGTON, M.A.

HOYLE'S GAMES MODERNIZED. (A
condensed version of *The Book of Card and Table
Games.*) Edited by Professor HOFFMANN.

DOMINOES AND DRAUGHTS. By Pro-
fessor HOFFMANN and R. C. McCULLOCH.

THE GAMES OF GRECO

TRANSLATED AND EDITED

BY

PROFESSOR HOFFMANN,

*Editor of "The Book of Card and Table Games,"
"Hoyle's Games Modernized," &c.*

WITH A

BIBLIOGRAPHY OF GRECO

BY

J. A. LEON.

LONDON :

GEORGE ROUTLEDGE & SONS, LIMITED,

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1900

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EXTRACT FROM A LETTER TO MR. H. E. BIRD,
19TH DECEMBER, 1886.

"I may tell you one thing much in my mind—the possibility of assigning value to games, primarily, by the fewness of moves, and, secondly, by the fewness of captures. Exchange games, where, after 150 moves, the victor wins by an odd pawn, may contain calculations enough for next year's almanack, but are quite out of my horizon of Chess."

*"Ever affectionately yours,
"J. RUSKIN."*

During the passage of this little volume through the press, the world has been made the poorer by the death of Professor Ruskin. The dedication to him has thereby lost its object, but the fact that it had been accepted by the Master is too great an honour to be lightly waived, and the writer has therefore ventured to retain it, in humble tribute to his memory.

L. H.

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To

PROFESSOR RUSKIN,

THIS REPRODUCTION OF A COLLECTION OF GAMES,

UNSURPASSED FOR BREVITY AND BRILLIANTY,

IS, BY HIS KIND PERMISSION,

Dedicated.

PREFACE

"THE most entertaining, if not the most instructive, of all chess books."* Such is the judgment passed on Greco's Games by one of the ablest of chess critics, and few that are acquainted with them will dispute his verdict. Greco was the Morphy of the seventeenth century, and it may safely be said that in brilliancy and fertility of invention he has never been surpassed. Of his contests over the board, unhappily, no records remain; but he left to succeeding generations a legacy in the shape of a collection of imaginary games, which, for vigour of attack and ingenuity of

* 'Letters on Chess,' by C. F. Vogt, p. 50. This book, published in 1848, and consisting of elaborate critical notices of classical chess works, was professedly a translation by U. Ewell, of MS. letters of a German writer. It is, however, now known that the German author was a myth, the book being in reality from the pen of the well-known English chess-master, William Lewis, the pupil of Sarratt and instructor of McDonnell, and author or editor of some twenty chess treatises. The use of the pseudonym is explained by the fact that the author eulogizes the works of Mr. Lewis in terms which, though possibly not in excess of their merits, would not ordinarily be applied by a modest man to his own writings.

It may be noted, by the way, that Mr. Lewis' pseudonym is in fact a cryptogram veiling his own initials, U. Ewell being phonetically equivalent to U. U. L., or W. L.

combination, are unique. For many years his work, save in the shape of quotations by later writers, has been inaccessible to all save the bibliophile, the latest English version (that of William Lewis, above referred to) having been out of print for more than half a century. I feel, therefore, that in bringing it again within the reach of the chess public I am doing a substantial service to all who appreciate a good game.

I have approached my task with some diffidence, as it may well be thought over-bold in a mere private of the great chess army to venture on the editing of a chess classic. But an indifferent artist may make a good enough picture-cleaner, and in the present case my part has been but the humble one of the "restorer." The pictures are the genuine handiwork of the master. I have but freshened up their colours, and given them more modern frames.

My heartiest acknowledgments are due to the Rev. E. E. Cunnington, who has kindly read the proof-sheets of these pages, and in many instances has suggested notes of substantial value; to Mr. Horace F. Cheshire, for assisting me with his critical judgment on sundry difficult situations; and especially to Mr. J. A. Leon, for his generous contribution of a Bibliography of Greco, which for accuracy and completeness will be found far in advance of any previous attempt in the same direction.

LOUIS HOFFMANN.

January, 1900.

INTRODUCTION

OF Greco personally all that is known can be stated in a few lines. He was born about the year 1600, and was a native of Calabria, whence his *sobriquet* of the Calabrois, or Calabrese. He exhibited at an early age a talent for Chess, which was developed under the tuition of Mariano Marano, a famous Italian player. He must have made rapid progress, for as early as 1619 or 1620 we find him at Rome, engaged on the manuscript of the present work, which, in its original form, was entitled : "Trattato del nobilissimo e militare esercitio dei Scacchi, nel quale se contengano molti bellissimi tratti ; e la vera scienza di esso Giuoco, composto da Gioachino Calabrese." A French MS. version, produced about the same time, bears a slightly different title : "Traité du très noble Jeu des Eschecz, lequel est tiré des guerres et des raisons d'Estats, divisé en Sbarrates, Partitz et Gambetz, jeux modernes avec très beaux traictz cachés, tous divers, par Gioachino Greco Calabrois."

A little later Greco made his way to Paris, where he was heartily welcomed by the chess fraternity. The leading representatives of chess in France at that date were the Duc de Nemours, M. Arnault le Carabin, and M. Chaumont de la

Salle. Greco encountered and vanquished them all, with many other strong players, to the advantage both of his fame and of his pocket, for he is said to have left Paris the richer by 5,000 crowns, at that time a very considerable sum. In 1622 he visited England. There is no record of his chess performances here, but in other respects his sojourn in this country was unfortunate, for, not very long after his landing, he was attacked by footpads, and robbed of the money he had amassed in France. A second visit to the last-named country followed, and after some stay in Spain, where he won further victories, he betook himself to the East Indies, where he died. The precise date of his death is uncertain, but Salvio, writing in 1634, mentions him as then already deceased. The assertion of W. Lewis, that he died "at an advanced age," would therefore appear to be incorrect, unless the date of his birth has been wrongly stated.

The following lines, which appeared in a contemporary French print, are worth quoting as showing the estimation in which his skill was held, and at the same time giving a very fair idea of the overwhelming style of his play.

"À peine dans la carrière
Contre moi tu fais un pas,
Que par ton dénarche fière !
Tous mes projets sont à bas :
Je vois, dès que tu t'avances,
Céder tous mes défenses,
Tomber tous mes champions ;
Dans ma resistance vainue,
Roi, Chevalier, Roc et Reine
Sont moindre que tes pions."

The literary history of Greco's work will be found set forth at length in the bibliographical chapter kindly contributed by Mr. Leon. The editions collated for the purpose of the present issue are as under :—

1. LE JEU DES ESCHETS, traduit de l'Italien de Gioachino Greco, Calabrois. Paris : Chez N. Pepingué, Rue de la Huchette. 1669. (The first French edition.)

2. A TREATISE ON THE GAME OF CHESS, by Gioachino Greco. Translated from the French, with numerous remarks, critical and explanatory. By William Lewis. London, 1819.

3. LE JEU DES ECHECS, traduit de l'Italien de Gioachino Greco, dit le Calabrois. Nouvelle édition. Paris, 1843.

4. A version by Dufresne, never separately printed, but appearing serially in the *Schachzeitung*. (Berlin), 1857 and 1858.

5. The version by Von der Lasa, which forms part of the volume entitled *Berliner Schach-Erinnerungen, vom Herausgeber von Bilguerschen Handbüches*. Leipzig, 1859.

6. ANALYSE DU JEU DES ECHECS. Par A. D. Philidor. Édition augmentée du Traité de Greco, des débits de Stamma et de Ruy Lopez. Par C. Sanson. Paris, 1871.

The classification of the games in the present volume is new, Greco's own arrangement being somewhat chaotic, and each succeeding editor having followed his own devices in this particular. The first move I have throughout given, according to the modern practice, to the player of the *White* men. In the notes I have depended mainly on

the labours of abler predecessors in the same field, only adding a few lines of original commentary where such addition seemed clearly desirable. To the skilled player some of the notes may appear to be mere statements of obvious fact, but it must be remembered that what to the expert is self-evident only becomes clear to the novice by actual demonstration.

It has been objected by some critics that Greco's most brilliant *coup*s are based on weak play on the part of the supposed antagonist, and, in some instances, on an unsound move on the attacking side, which a first-class player would not venture against an opponent of equal strength. This may be admitted, and the fact would, no doubt, make Greco, standing alone, an unsafe guide for the beginner; but the same objection would apply to many of Morphy's most brilliant games. In the words of Steinitz, one of the foremost representatives of the sound and cautious school: "The fact should never be lost sight of, that the brilliant sacrificing combinations can only occur when either side has committed some grave error of judgment in the disposition of his forces, and therefore only very rarely in important games between first-class masters. Thus, for instance, in the matches of Morphy against his most prominent opponents, such brilliant sacrifices occurred only in two games out of sixty-three, and the extraordinary elegance and dash of Morphy's style was chiefly shown in his blindfold performances, games at odds, and skittle-play against more or less inferior opponents."

It is this keenness of insight, this masterly use of

a given opportunity, which makes Greco's games, like Morphy's off-hand play, such fascinating reading. They belong to the romance of the game—the poetry of Chess. But for the discriminating reader they are at the same time full of instruction. The best of players makes a mistake occasionally. Here we may find, in a series of brilliant object-lessons, on the one hand, the most effective warning against such mistakes, and on the other, instruction how best to take advantage of them when made by an opponent.

The late Mr. Boden, himself one of the soundest of players, says, referring to a selection of games at odds included in his *Popular Introduction to Chess*: “In several of these games the student will probably perceive that the defence is ill-played. We have purposely introduced such games, because nothing is more improving to the young player than the learning how to take advantage of an adversary’s errors.” The words quoted are of general application, but of Greco personally Mr. Boden also remarks: “For brilliant models of attack against incorrect play the games of Greco are of great value to the student. No book of games, indeed, can be more commended, as Ponziani says, for storing the fancy with strong and lively ideas.” And in another passage, “What racy morsels Greco’s games are !”

“Greco war einer der grössten Schachgenies.”

BILGUER u. VON DER LASA.

“Nicht minder verdienstlich ist die von Greco im Jahre 1619 verfasste Sammlung von ungefähr 150 genialen und kurzen Partien, welche, in theoretischer wie praktischer Rücksicht gleich lehrreich, hauptsächlich die elegante Benutzung von Fehlern darlegen.”

MAX LANGE.

“Die Spiele des Calabresen Greco dürfen als eine treffliche Bildungsschule für Anfänger und mittlere Spieler angesehen werden ; ja selbst der gediegenste Kenner des Brettes möchte in ihnen manche ihm unbekannte Wendungen und elegante Spielweisen auffinden, die seine Erfahrungen zu bereichern oder abzurunden geeignet sind.”

DUFRESNE (*Schachzeitung*).

TABLE OF CONTENTS

GIUOCO PIANO.

1. $P-K4$; 2. $Kt-KB3$; 3. $B-B4$;

	PAGE
GAME I.	
4. $P-B3$; 5. $P-Q4$; 6. $P \times P$ 7. $Kt-B3$	I
Kt-B3 ; 5. $P \times P$; 6. $B-Kt5$ ch.	
Variations „ „ „ „ „ „	4, 5
GAME II. „ „ „ „ „ „	6
Variations „ „ „ „ „ „	8, 9
GAME III. „ „ „ „ „ „	10
GAME IV. „ „ „ „ „ „	12
Variations „ „ „ „ „ „	14, 15
GAME V. „ „ „ „ „ „	16
GAME VI. „ „ „ „ „ „	18
GAME VII. 4. $Q-K2$; 5. Castles ; 6. $P-Q4$	20
$P-Q3$; 6. $B-Kt3$	
Variations „ „ „ „ „ „	22
GAME VIII. „ „ „ „ „ „	23
Variations „ „ „ „ „ „	23-27
GAME IX. „ „ „ „ „ „	28
Variation „ „ „ „ „ „	30
GAME X. „ „ „ „ „ „	31
Variation „ „ „ „ „ „	32
GAME XI. 4. $P-Q3$; 5. $P-Q4$; 6. $P \times P$	34
$P \times P$; 6. $B-Kt5$ ch.	
Variations „ „ „ „ „ „	35-37

TABLE OF CONTENTS

	PAGE	
GAME XII.	4. $\frac{\text{Castles}}{\text{Kt-B}3}$; 5. $\frac{\text{R-K}1}{\text{Castles}}$; 6. $\frac{\text{P-B}3}{\text{Q-K}2}$. 38
Variations	" " "	39, 40
GAME XIII.	" " 6. $\frac{\text{R-K}1}{\text{R-K}1}$. 41
Variations	" " "	42, 43
GAME XIV.	" " "	. 44
Variations	" " "	45
 PETROFF'S DEFENCE.		
	1. $\frac{\text{P-K}4}{\text{P-K}4}$; 2. $\frac{\text{Kt-KB}3}{\text{Kt-KB}3}$	
GAME XV. 46
 PHILIDOR'S DEFENCE.		
	1. $\frac{\text{P-K}4}{\text{P-K}4}$; 2. $\frac{\text{P-KB}3}{\text{P-Q}3}$	
GAME XVI.	3. $\frac{\text{B-B}4}{\text{B-Kt}5}$; 4. $\frac{\text{P-KR}3}{\text{B-R}4}$; 5. $\frac{\text{P-B}3}{\text{Kt-KB}3}$. 49
GAME XVII.	" 4. $\text{B} \times \text{Kt}$; 5. $\frac{\text{Q} \times \text{B}}{\text{Kt-KB}3}$. 52
GAME XVIII.	" " 5. $\frac{\text{Q-B}3}{\text{Q-B}3}$. 54
Variation	" " "	55
GAME XIX.	3. $\frac{\text{P-KR}3}{\text{Kt-KB}3}$; 4. $\frac{\text{P-B}3}{\text{Kt} \times \text{P}}$; 5. $\frac{\text{Q-R}4 \text{ ch.}}{\text{P-QB}3}$. 56
Variation	" 4. $\frac{\text{P-Q}4}{\text{Kt-B}3}$; 5. $\frac{\text{P-Q}4}{\text{Kt} \times \text{KP}}$. 57
 TWO KNIGHTS' DEFENCE.		
	1. $\frac{\text{P-K}4}{\text{P-K}4}$; 2. $\frac{\text{Kt-KB}3}{\text{Kt-QB}3}$; 3. $\frac{\text{B-B}4}{\text{Kt-B}3}$	
GAME XX.	4. $\frac{\text{Kt-Kt}5}{\text{P-Q}4}$; 5. $\frac{\text{P} \times \text{P}}{\text{Kt} \times \text{P}}$; 6. $\frac{\text{Kt} \times \text{BP}}{\text{K} \times \text{Kt}}$. 58
Variations	" " "	60, 61

IRREGULAR OPENING.

1. $P-K4$; 2. $Kt-KB3$; 3. $B-B4$
 $P-K4$; $Q-B3$; $Q-KKt3$;

	PAGE
GAME XXI. 4. Castles $Q \times KP$; 5. $B \times P$ ch. $K \times B$ 62
Variations " 5. $K-Q1$	62-64
GAME XXII. " 5. $K-K2$	65
Variations " "	65, 66
GAME XXIII. "	67
Variations "	67-69

DAMIANO GAMBIT.

1. $P-K4$; 2. $Kt-KB3$; 3. $Kt \times P$;
 $P-K4$; $P-KB3$; $P \times Kt$;

GAME XXIV. 4. $Q-R5$ ch. $K-K2$; 5. $Q \times KP$ ch. $K-B2$ 70
Variations " "	71-73

FRENCH DEFENCE.

1. $P-K4$;
 $P-K3$;

GAME XXV. 2. $P-Q4$; $Kt-KB3$; 3. $B-Q3$; $Kt-B3$; 4. $Kt-KB3$ $B-K2$	74
Variations " " "	75, 76
GAME XXVI. 2. $P-Q4$; $P-Q4$; 3. $P-K5$; $P-QB4$; 4. $P-QB3$ $P \times P$	77
GAME XXVII. " " " 4. $Kt-QB3$	79

FIANCHETTO DEFENCE.

1. $\frac{P-K4}{P-QKt3}$; 2. $\frac{P-Q4}{B-Kt2}$;

	PAGE
GAME XXVIII.	
3. $\frac{B-Q3}{Kt-QB3}$; 4. $\frac{B-K3}{P-Kt3}$; 5. $\frac{P-KB4}{B-Kt2}$	82
GAME XXIX.	
3. $\frac{P-KB4}{P-KB4}$; 4. $\frac{P \times P}{B \times P}$; 5. $\frac{Q-R5 \text{ ch.}}{B-Kt3}$	84
GAME XXX.	
3. $\frac{P-Kt3}{P-Kt3}$; 4. $\frac{P-KB4}{B-Kt2}$; 5. $\frac{B-K3}{Kt-QB3}$	85

SICILIAN DEFENCE.

1. $\frac{P-K4}{P-QB4}$;

GAME XXXI.			
2. $\frac{P-QKt4}{P \times P}$; 3. $\frac{P-Q4}{P-K3}$; 4. $\frac{P-QR3}{P \times P}$	87		
GAME XXXII.	,,	,,	90
GAME XXXIII.			
2. $\frac{P-KB4}{Kt-QB3}$; 3. $\frac{Kt-KB3}{P-Q3}$; 4. $\frac{B-B4}{Kt-R3}$	92		
GAME XXXIV.			
2. $\frac{P-K3}{P-K3}$; 3. $\frac{Kt-KB3}{Kt-QB3}$; 4. $\frac{P-B3}{P-Q4}$	94		

KING'S BISHOP'S PAWN OPENING.

1. **P-KB4.**

GAME XXXV.	1. $\frac{P-KB4}{P-K4}$; 2. $\frac{P \times P}{Q-R5 \text{ ch.}}$	96
-------------------	--	----

TABLE OF CONTENTS

xix

BISHOP'S OPENING. CLASSICAL DEFENCE.1. P—K4; 2. B—B4;P—K4; B—B4;

		PAGE
GAME XXXVI.		
3. $\frac{Q-KR5}{Q-K2}$; 4. $\frac{Kt-QB3}{P-QB3}$; 5. $\frac{Kt-KB3}{Kt-KB3}$		98
Variation ,, ,, ,,		98

BISHOP'S OPENING. BERLIN DEFENCE.1. P—K4; 2. B—B4;P—K4; Kt—KB3;

		PAGE
GAME XXXVII.		
3. $\frac{Kt-QB3}{P-QB3}$; 4. $\frac{Q-B3}{P-QKt4}$; 5. $\frac{B-Kt3}{P-Kt5}$		100
Variation ,, ,, ,,		101
GAME XXXVIII.		
3. $\frac{P-KB4}{Kt \times P}$; 4. $\frac{Kt-KB3}{P \times P}$; 5. $\frac{\text{Castles}}{B-B4 \text{ ch.}}$		102

LOPEZ GAMBIT.1. P—K4; 2. B—B4; 3. Q—K2; 4. P—KB4;P—K4; B—B4; Q—K2;

		PAGE
GAME XXXIX. (IRREGULAR.)		
3. $\frac{P-QB3}{P-Q3}$; 4. $\frac{P-QB3}{Kt-QB3}$; 5. $\frac{P-KB4}{P-KB4}$		105

Variations ,, ,, ,, ,, 108

		PAGE
GAME XL.	4. $\frac{B \times Kt}{P \times P}$; 5. $\frac{R \times B}{P \times P}$; 6. $\frac{P-Q4}{Q-R5 \text{ ch.}}$	110

		PAGE
GAME XLI.	4. $\frac{P \times P}{P \times P}$; 5. $\frac{K-KB3}{P-KKt4}$; 6. $\frac{P-KR4}{P-KB3}$	111

		PAGE
GAME XLII.	6. $\frac{P-Q4}{B-Kt5 \text{ ch.}}$	113

Variation ,, ,, ,, ,, 114

	PAGE
GAME XLIII.	
4. $P \times P$; 5. $\frac{K-KB3}{Kt-KB3}$; 6. $\frac{P-Q4}{B-Kt5}$ ch.	115
Variations ,, ,, ,,	116

KING'S GAMBIT (PROPER).

1. $P-K4$; 2. $\frac{P-KB4}{P-K4}$; 3. $\frac{Kt-KB3}{P \times P}$; 4. $\frac{B-B4}{B-Kt2}$;

GAME XLIV.

5. $\frac{P-Q4}{P-Q3}$; 6. $\frac{Kt-QB3}{P-QB3}$; 7. $\frac{P-KR4}{P-KR3}$	117
Variations ,, ,, ,,	118-121
GAME XLV. 5. $\frac{P-KR4}{P-Kt5}$; 6. $\frac{Kt-Kt5}{Kt-KR3}$; 7. $\frac{P-Q4}{P-Q3}$	122
Variations ,, ,, ,,	123, 124

SALVIO GAMBIT.

1. $P-K4$; 2. $\frac{P-KB4}{P-K4}$; 3. $\frac{Kt-KB3}{P \times P}$;
 4. $\frac{B-B4}{P-Kt5}$; 5. $\frac{Kt-K5}{P-Kt5}$;

GAME XLVI.

5. $\frac{Q-R5}{Q-R5}$ ch.; 6. $\frac{K-B1}{Kt-KR3}$; 7. $\frac{P-Q4}{P-Q3}$	125
Variations ,, ,, ,,	127-129

GAME XLVII.

,, 6. $\frac{Kt-KB3}{Kt-KB3}$; 7. $\frac{B \times P}{K-Q1}$ ch.	130
Variations ,, ,, ,,	131-133

GAME XLVIII.

5. $\frac{Kt-KR3}{Kt-KR3}$; 6. $\frac{Kt \times KtP}{Q-R5}$ ch.; 7. $\frac{Kt-B2}{P-Q4}$	134
Variation ,, ,, ,,	135

GAME XLIX.

,, 6. $\frac{Kt \times Kt}{P-Q4}$; 7. $\frac{Q \times Kt}{P-Q4}$	136
--	-----

KIESERITZKY GAMBIT.

1. $P-K4$; 2. $P-KB4$; 3. $Kt-KB3$;
 $P-K4$; $P \times P$; $P-Kt4$;
4. $P-KR4$; 5. $Kt-K5$;
 $P-Kt5$;

	PAGE
GAME L. 5. $P-KR4$; 6. $B-B4$; 7. $P-Q4$	138
$Kt-KR3$; 8. $B-K2$	

KING'S KNIGHT'S GAMBIT (IRREGULAR DEFENCE).

1. $P-K4$; 2. $P-KB4$; 3. $Kt-KB3$;
 $P-K4$; $P \times P$; $P-KR3$;

GAME LI. 4. $B-B4$; 5. $P-R4$; 6. $Kt \times P$	139
$P-KKt4$; $P-KB3$; $BP \times Kt$	
Variations "", "", "	140, 141

KING'S KNIGHT'S GAMBIT (IRREGULAR DEFENCE).

1. $P-K4$; 2. $P-KB4$; 3. $Kt-KB3$;
 $P-K4$; $P \times P$; $Kt-K2$;

GAME LII. 4. $P-KR4$; 5. $B-B4$; 6. $Kt-Kt5$	142
$P-KR4$; $Kt-Kt3$; $Kt-K4$	
Variations "", "", "	143, 144

GAME LIII. "", "", "	145
Variation "", "", "	146

GAME LIV. "", "", "	148
--	-----

KING'S KNIGHT'S GAMBIT (IRREGULAR DEFENCE).

1. $P-K4$; 2. $P-KB4$; 3. $Kt-KB3$;
 $P-K4$; $P \times P$; $P-KKt4$;

GAME LV. 4. $B-B4$; 5. $Kt \times P$; 6. $Q-R5$ ch.	150
$P-KB3$; $P \times Kt$; $K-K2$	

	PAGE
GAME LVI. 4. $\overline{P-Kt_5}$; 5. $\frac{B \times P \text{ ch.}}{K \times B} . . .$	152
 BISHOP'S GAMBIT.	
1. $\overline{P-K4}$; 2. $\overline{P-B4}$; 3. $\overline{B-B4}$;	
GAME LVII. 3. $\overline{Q-R5 \text{ ch.}}$; 4. $\frac{K-B1}{B-B4}$; 5. $\frac{P-Q4}{B-Kt3} . . .$	155
Variation	157
GAME LVIII. " " "	158
Variations	159
GAME LIX. " " "	160
Variations	161, 162
GAME LX. " " "	163
Variation	164
GAME LXI. " 4. $\overline{P-Q3}$; 5. $\frac{Kt-KB3}{B-KKt5} . . .$	165
Variations	167
GAME LXII. " " "	168
Variations	169
GAME LXIII. " " "	170
Variations	172, 173
GAME LXIV. " " "	174
Variations	175-177
GAME LXV. 3. $\overline{B-K2}$; 4. $\frac{P-Q4}{B-R5 \text{ ch.}}$; 5. $\frac{K-B1}{P-KKt4} . . .$	178
GAME LXVI. 3. $\overline{Kt-K2}$; 4. $\overline{Q-B3}$; 5. $\frac{P-Q4}{Q-R5 \text{ ch.}} . . .$	179

TABLE OF CONTENTS

xxiii

KING'S GAMBIT DECLINED. (I.)

1. P—K4; 2. P—KB4;
P—K4; Kt—KB3;

	<small>PAGE</small>
GAME LXVII. 3. $\frac{\text{Kt—QB3}}{\text{P} \times \text{P}}$; 4. $\frac{\text{P—Q4}}{\text{B—Kt5}}$; 5. $\frac{\text{B—Q3}}{\text{Q—K2}}$	181
Variation	183

KING'S GAMBIT DECLINED. (II.)

1. P—K4; 2. P—KB4;
P—K4; P—Q4;

GAME LXVIII.	
3. $\frac{\text{KP} \times \text{P}}{\text{Q} \times \text{P}}$; 4. $\frac{\text{Kt—QB3}}{\text{Q—K3}}$; 5. $\frac{\text{Kt—KB3}}{\text{P} \times \text{P dis. ch.}}$	185

KING'S GAMBIT DECLINED. (III.)

1. P—K4; 2. P—KB4;
P—K4; B—B4;

GAME LXIX. 3. $\frac{\text{Kt—KB3}}{\text{P—Q3}}$; 4. $\frac{\text{P—B2}}{\text{Q—K2}}$; 5. $\frac{\text{P—Q4}}{\text{P} \times \text{QP}}$	187
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GRECO COUNTER GAMBIT.

1. P—K4; 2. Kt—KB3;
P—K4; P—KB4;

GAME LXX. 3. $\frac{\text{Kt} \times \text{P}}{\text{Q—K2}}$; 4. $\frac{\text{Q—R5 ch.}}{\text{P—KKt3}}$; 5. $\frac{\text{Kt} \times \text{KtP}}{\text{Q} \times \text{P ch.}}$	189
Variations " " "	191

GAME LXXI. " " "	193
Variations " " "	194

GAME LXXII. 3. $\frac{\text{P} \times \text{P}}{\text{P—K5}}$; 4. $\frac{\text{Kt—K5}}{\text{Kt—KB3}}$; 5. $\frac{\text{P—KKt4}}{\text{F—Q3}}$	195
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CALABRESE COUNTER GAMBIT.

1. $\frac{P-K4}{P-K4}$; 2. $\frac{B-B4}{P-KB4}$;

GAME LXXIII.	3. $\frac{B \times Kt}{R \times B}$; 3. $\frac{Q-Kt5 \text{ ch.}}{P-Kt3}$; 4. $\frac{Q \times RP}{R-Kt2}$	PAGE 197
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COUNTER GAMBIT (IRREGULAR).

1. $\frac{P-K4}{P-K4}$; 2. $\frac{P-KB4}{P-KB4}$;

GAME LXXIV.	3. $\frac{KP \times P}{Q-Kt5 \text{ ch.}}$; 4. $\frac{P-KKt3}{Q-K2}$; 5. $\frac{Q-R5 \text{ ch.}}{K-Q1}$	199
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QUEEN'S GAMBIT (ACCEPTED).

1. $\frac{P-Q4}{P-Q4}$; 2. $\frac{P-QB4}{P \times P}$;

GAME LXXV.	3. $\frac{P-K3}{P-QKt4}$; 4. $\frac{P-QR4}{P-QB3}$; 5. $\frac{P \times P}{P \times P}$	200
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GAME LXXVI.	3. $\frac{P-K4}{P-QKt4}$; 4. $\frac{P-QR4}{P-QB3}$; 5. $\frac{P \times P}{P \times P}$	202
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QUEEN'S GAMBIT (DECLINED).

1. $\frac{P-Q4}{P-Q4}$; 2. $\frac{P-QB4}{P-QB4}$;

GAME LXXVII.	3. $\frac{QP \times P}{Q-R4 \text{ ch.}}$; 4. $\frac{Q-Q2}{Q \times Q \text{ ch.}}$; 5. $\frac{Kt \times Q}{P \times P}$	204
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END-GAMES I.—XIII.	207-229
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THE GAMES OF GRECO

GAME I.

GIUOCO PIANO.

White.	Black.
1. P—K ₄	P—K ₄
2. Kt—KB ₃	Kt—QB ₃
3. B—B ₄	B—B ₄
4. P—B ₃	Kt—B ₃
5. P—Q ₄	P × P
6. P × P*	B—Kt ₅ ch.

* Up to this point the play has been orthodox on both sides, though modern authorities favour 6. P—K₅ rather than 6. P × P. After 6. . . . B—Kt₅ ch., the approved reply for White is 7. B—Q₂ (Von der Lasa, by the way, recommends K—B₁). If, however, Black is but a moderate player, he is by no means unlikely, after 7. Kt—B₃, to fall into the trap shown in the text, when his ninth move will cost him the game. If after 10. Q—Kt₃ he seeks, by castling or otherwise, to ward off the impending attack on his K, White plays 11. Q × B, having a piece for two pawns, and an overwhelming advantage in position.

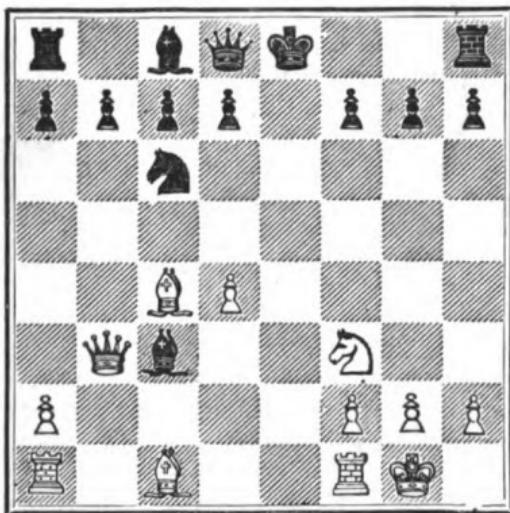
It may be well to remind the reader that (as already stated in the Introduction) Greco's Games, even on the winning side, are not to be regarded as models throughout of correct play, but rather as examples of brilliant *tours de force*, often only made possible by some previous departure from accepted rule, which the loser has not had the skill or the acuteness to take advantage of.

THE GAMES OF GRECO

White.	Black.
7. Kt—B ₃	Kt × KP
8. Castles	Kt × Kt*
9. P × Kt	B × P
10. Q—Kt ₃	

(The Position is now as Fig. 1.)

Black.



White.

FIG. I.

Position after
White's 10th
Move.

* Better 8. . . . B × Kt, and after 9. P × B, either 9. . . . P—Q₄, or Castles.

The moves in the text, up to White's 8th inclusive, are precisely those of Schlechter *v.* Lasker, the last game played by the Champion in the International Tournament, 1899. The game was continued as follows :—

8. . . .	B × Kt
9. P—Q ₅	Kt—K ₄
10. P × B	Kt × B
11. Q—Q ₄	P—KB ₄
12. B—Kt ₅	Kt × B

White.	Black.
10.	B × R*
11. B × BP ch.	K—B1†
12. B—KKt5	Kt—K2
13. Kt—K5‡	B × P
14. B—Kt6	P—Q4
15. Q—KB3 ch.	B—KB4
16. B × B	B × Kt
17. B—K6 dis. ch.	B—B3
18. B × B	P × B¶
19. Q × BP ch.	K—K1
20. Q—B7 mate.	

13. Q × KtP	R—B1
14. Kt × Kt	Q—B3
15. KR—K1 ch.	K—Q1
16. Q × Q ch.	R × Q
17. R—K2	P—KR3
18. QR—K1	P—B3
19. R—K8 ch.	K—B2
20. Kt—R7	R—B2
21. R—R8	P—Kt4
22. QR—K8	B—Kt2
Resigns.	

* For 10. B × P, see Game II.

† This move is obviously forced. If he were to play 11. K—K2, 12. B—KKt5 ch. would capture Q.

‡ 13. R × B, or R—K1, would also give White a winning game.

§ The only move, short of an immediate sacrifice of the Q, even to delay the threatened mate. White has two pieces *en prise*, but if Black takes either, mate follows at once.

|| If 16. K—K1, then 17. B—Kt6 ch. Black can only reply 17. P × B, or Kt × B, and White mates (by Q—B7) next move.

¶ If 18. K—K1; 19. B × KtP, and wins.

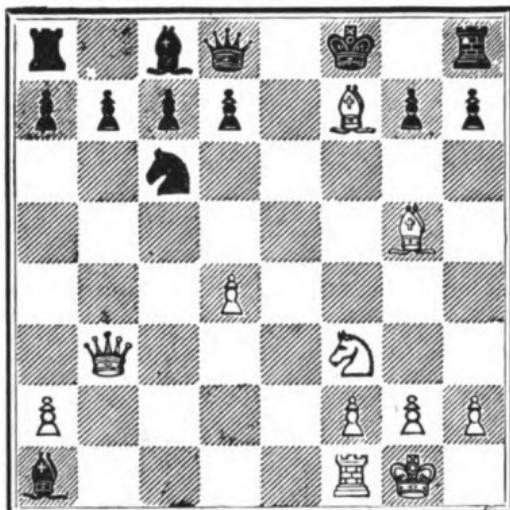
THE GAMES OF GRECO

VARIATION A

Moves as before up to White's 12th inclusive.

(Position as Fig. 2.)

Black.



White.

- | | |
|----------------------------|--|
| White. | |
| 12. | |
| 13. Kt—K ₅ | |
| 14. Q—KB ₃ * | |
| 15. B—K ₆ | |
| 16. B—R ₆ ch. | |
| 17. B—B ₇ mate. | |

FIG. 2.

Position after
White's 12th
Move.

- | | |
|----------------------|--|
| Black. | |
| Kt—K ₂ | |
| P—Q ₄ | |
| B—KB ₄ | |
| P—KKt ₃ † | |
| K—K ₁ | |

* White might here play 14. B × P. If 14. . . . Q × B, then 15. B × Kt ch., followed by 16. Q × Q. The text-move is, however, stronger.

† If 15. . . . P—KR₃, then 16. B × B, and if 16. . . . P × B, 17. B—K₆ dis. ch., and mates next move.

VARIATION B.

Moves as before up to White's 12th inclusive.

(Position as Fig. 2.)

White.

Black.

12.

Kt × QP

13. Q—R₃ ch.

K × B

14. B × Q

R × B*

15. R × B

Kt—B₇16. Q—Kt₃ ch.K—B₁

17. Q × Kt, with a winning game.

* If 14. Kt × Kt ch.; 15. Q × Kt ch.; 16. B × P;
 17. Q—R₅ ch.; 18. B—Q₆ ch.; 19. R—K₁, &c.

GAME II.*

GIUOCO PIANO

White.	Black.
1. <i>P—K4</i>	<i>P—K4</i>
2. <i>Kt—KB3</i>	<i>Kt—QB3</i>
3. <i>B—B4</i>	<i>B—B4</i>
4. <i>P—B3</i>	<i>Kt—B3</i>
5. <i>P—Q4</i>	<i>P × P</i>
6. <i>P × P</i>	<i>B—Kt5 ch.</i>
7. <i>Kt—B3</i>	<i>Kt × KP</i>
8. <i>Castles</i>	<i>Kt × Kt</i>
9. <i>P × Kt</i>	<i>B × P</i>
10. <i>Q—Kt3</i>	<i>B × P†</i>
11. <i>B × P ch.</i>	<i>K—B1</i>
12. <i>B—Kt5</i>	<i>B—B3</i>

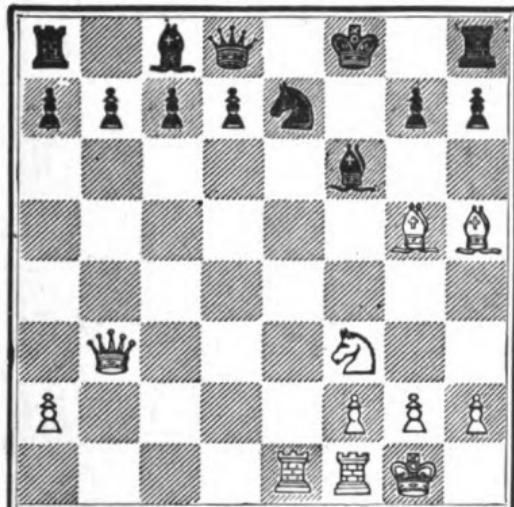
* To save the reader the trouble of constantly looking back to preceding pages, it has been thought better not to multiply "Variations," beyond two or three, upon a single stem. Where the number materially exceeds this limit, a fresh start is made in the shape of a new Game (herein following the plan adopted by Greco himself). For facility of reference, however, moves which are identical with those of a preceding Game are printed in *italics*.

† Black in this case, perceiving the danger of taking the R, seeks only to save his B, attacked by White's last move. The capture of the P keeps the B in play, and enables him to meet the attack on his Q (by White's 12. *B—KKt5*), in a different manner.

- White. Black.
13. QR—K₁* Kt—K₂
 14. B—R₅

(Position as Fig. 3.)

Black.



White.

FIG. 3.

Position after
White's 14th
Move.

- | | |
|-----------------------------|--------------------|
| 14. | Kt—Kt ₃ |
| 15. Kt—K ₅ | Kt × Kt |
| 16. R × Kt | P—KKt ₃ |
| 17. B—R ₆ ch. | B—Kt ₂ |
| 18. R—B ₅ ch. | P × R |
| 19. Q—B ₇ mate.† | |

* Threatening 14. R—K₈. If 13. . . . B—K₂, then 14. R × B, followed by 15. KR—K₁, with a won game.
 † A brilliant finish, and an excellent example of Greco's dashing style. Piece after piece is left *en prise*, but the vigour of the attack leaves the enemy no time to take advantage of their unprotected condition.

If, instead of P × R, Black at move 18 plays K—K₂, White rejoins with 19. R—K₁ ch., and mates with Q at Q5.

VARIATION A.

Repeat Moves to White's 14th inclusive.

(Position as Fig. 3.)

White.

14. . . .

15. R × Kt

16. R—K₁ ch.

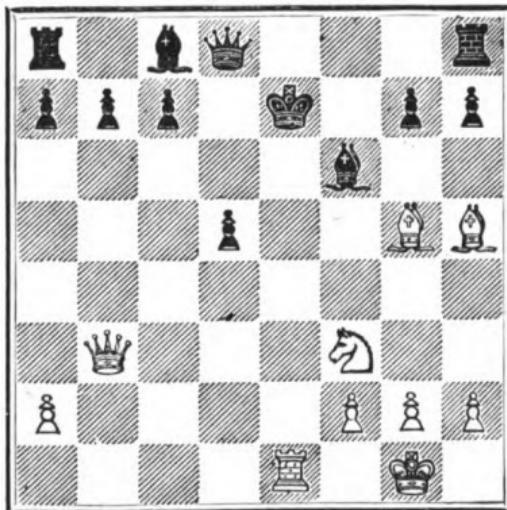
Black.

P—Q₄

K × R*

(Position as Fig. 4.)

Black.



White.

16. . . .

17. Q—Kt₄ ch.

18. R—K₈ ch.

19. B × Q, and wins.

K—B₁†

K—Kt₁

Q × R

FIG. 4.

Position after
White's 16th
Move.

* If 15. B × R, then 16. B × B; 17. R—K₁, &c.

† If 16. . . . K—Q₂, then 17. Q × QP mate.

VARIATION B.

Repeat Moves to White's 16th inclusive.
(Position as Fig. 4.)

White.	Black.
16. . . .	K—Q ₃
17. B—B ₄ ch.	K—B ₃
18. R—QB ₁ ch.	K—Q ₂
19. Q × QP ch.	K—K ₂
20. Q—B ₇ mate.	

VARIATION C.

Repeat Moves to White's 14th inclusive.
(Position as Fig. 3.)

14. . . .	P—Q ₄
15. R × Kt	Q × R
16. R—K ₁	Q—Q ₂
17. Q—Kt ₄ ch.	K—Kt ₁
18. R—K ₈ ch.	Q × R
19. B × Q, and wins.	

VARIATION D.

Repeat Moves to White's 14th inclusive.
(Position as Fig. 3.)

14. . . .	P—Q ₄
15. R × Kt	Q × R
16. R—K ₁	B—K ₃
17. Kt—Q ₄	B × B
18. Kt × B ch.	K—Kt ₁
19. Q × QP	P—QB ₃
20. Q—Kt ₃	Q—KB ₃
21. Kt × B dis. ch.*	K—B ₁
22. Q—Kt ₄ ch.	K—Kt ₁
23. B—B ₇ ch.	Q × B
24. Kt × Q, and wins.	

* As Lewis points out, White might bring the game to a quicker termination by 21. Kt—Q₈ dis. ch., when Black is mated in, at most, two moves.

GAME III.

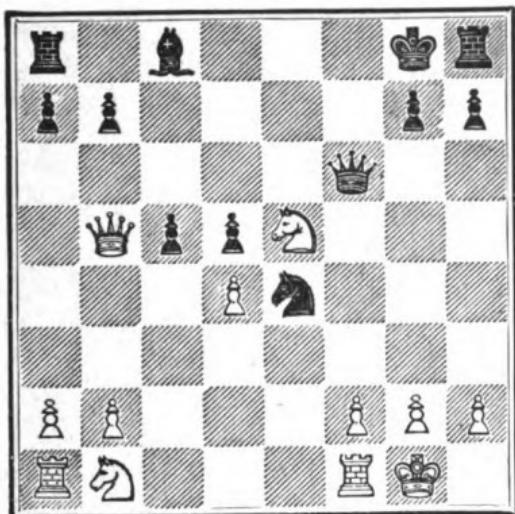
GIUOCO PIANO.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $Kt-KB_3$	$Kt-QB_3$
3. $B-B_4$	$B-B_4$
4. $P-B_3$	$Kt-B_3$
5. $P-Q_4$	$P \times P$
6. $P \times P$	$B-Kt_5\ ch.$
7. $B-Q_2$	$Kt \times KP^*$
8. $B \times B$	$Kt \times B$
9. $B \times P\ ch.$	$K \times B$
10. $Q-Kt_3\ ch.$	$P-Q_4$
11. $Kt-K_5\ ch.$	$K-Kt_1$
12. $Q \times Kt$	$Q-KB_3$
13. Castles	$P-QB_4$
14. $Q-Kt_5$	
(Position as Fig. 5.)	
14. . . .	$P-QKt_3\dagger$
15. $Q-K_8\ ch.$	$Q-B_1$

* This is a weak move, as, after the exchange of Bs, both Black's Kts are left unguarded. His proper move was 7. . . . $B \times B$, with $P-Q_4$ to follow.

† This is an ill-advised move. Black should have availed himself of his momentary respite to play $P-KR_3$, making a way of escape for his K.

Black.



White.

White.

16. Q—QB6
17. Q × QP ch.
18. Q × Q mate.

Black.

- B—R3
Q—B2

FIG. 5.

Position after
White's 14th
Move.

GAME IV.

GIUOCO PIANO.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $Kt-KB_3$	$Kt-QB_3$
3. $B-B_4$	$B-B_4$
4. $P-B_3$	$Kt-B_3$
5. $P-Q_4$	$P \times P$
6. $P \times P$	$B-Kt_3^*$
7. $P-K_5$	$KKt-Ktr\ddagger$
8. $P-Q_5$	$QKt-K_2\ddagger$
9. $P-Q_6$	

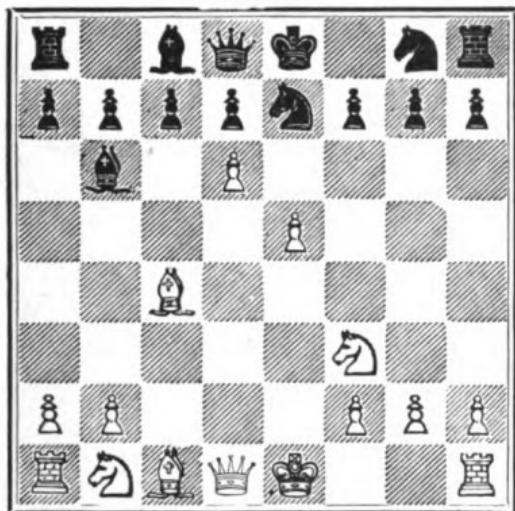
(Position as Fig. 6.)

* This is a very weak move, as it invites a dangerous attack on the KKt by 7. $P-K_5$; check, by 6. $B-Kt_5$, as in previous games, is preferable.

† This loses Black two moves, and the game, but he has no other square to which the Kt can safely retreat. If 7. $Kt-K_5$, then 8. $Q-K_2$; and if 8. $P-Q_4$, then $P \times P$ en passant. If 7. $Kt-KR_4$, 8. $Kt-Kt_5$. If he adopts the alternative defence, 7. $P-Q_4$, the continuation will be 8. $\frac{P \times Kt}{P \times B}$; 9. $\frac{P-Q_5}{Kt \text{ moves}}$; 10. $Q-K_2$ ch., and again Black has a bad game.

‡ Best. If 9. $Kt-QR_4$, then 10. $B-Q_3$, threatening 11. $P-QKt_4$. If to prevent this he plays 10. $P-QB_4$, White replies with $P-Q_6$, obtaining a very strong position.

Black.



White.

FIG. 6.

Position after
White's 9th
Move.

White.

Black.

9.	Kt—QB3
10. Q—Q5	Kt—KR3
11. B × Kt	R—B1*
12. B × P	Kt—Kt5
13. Q—Q2	R—KKt1
14. B—KB6, winning the Q and the game.†	

* If 11. Castles; 12. Kt—Kt5; 13. P—KKt3; 14. Q—R4, and wins.

† Black might get a momentary counter-attack by 14. B—R4, threatening 15. Kt—B7 ch., but 15. Castles, or 15. Kt—QB3 would be a complete reply, leaving White's attack unaltered.

VARIATION A.

Repeat Moves to White's 9th inclusive
(Position as Fig. 6.)

White.	Black.
9.	P × P
10. P × P	Kt—QB ₃
11. Q—Q5*	Q—KB ₃
12. Castles	Kt—KR ₃
13. R—K ₁ ch.	K—Br
14. B—KKt ₅	

(Position as Fig. 7.)

Black.



White.

FIG. 7.

Position after
White's 14th
Move.

* "White might also play QB to adverse KKt's fourth square, and if Black play KBP one square, White will speedily win the game by playing Q to adverse Q's fourth square. Black must therefore, instead of KBP one square, play KKt to KB's third square; White should then check with the Q, and afterwards castle." (LEWIS.)

White.	Black.
14. . . .	Q × KtP
15. B × Kt	B × P ch.*
16. K—B ₁	Q—B ₃
17. B—KKt ₅	Q—Kt ₃
18. K × B	P—QR ₃
19. Kt—R ₄	Q—R ₄
20. B—K ₇ ch	K—Kt ₁
21. Q × Q	P—KKt ₃
22. Q—R ₆ , and mates next move.	

VARIATION B.

Moves as before up to White's 14th inclusive.

(Position as Fig. 7.)

14. . .	Q—B ₄
15. Q—Q ₂	B—R ₄
16. Kt—B ₃	P—QKt ₃ †
17. B × Kt	P × B‡
18. Q × P ch.	K—Kt ₁
19. R—K ₈ mate.	

* "If Black take the KBP with the Q, White should play—

16. K to R square	QKt to Q square
17. QB takes KKtP, and checks	K takes B
18. Q to adv. KKt fourth square, check	K to KB square
19. R to adv. K square, check	K takes R

20. Q to adv. K second square and checkmates." (LEWIS.)

† Presumably to make an exit for the QB, but the move comes too late to be of any service. 16. . . . Q—Kt₃ would have been preferable, as to some extent neutralising the effect of White's 17. B × Kt.

‡ This is fatal. B—QKt₂ was the only move to delay the catastrophe

GAME V.

GIUOCO PIANO.

White.	Black.
1. $P-K4$	$P-K4$
2. $Kt-KB3$	$Kt-QB3$
3. $B-B4$	$B-B4$
4. $P-B3$	$Kt-B3$
5. $P-Q4$	$B-Kt3^*$
6. $P \times P$	$Kt \times KP\ddagger$
7. $Q-Q5$	

(Position as Fig. 8.)

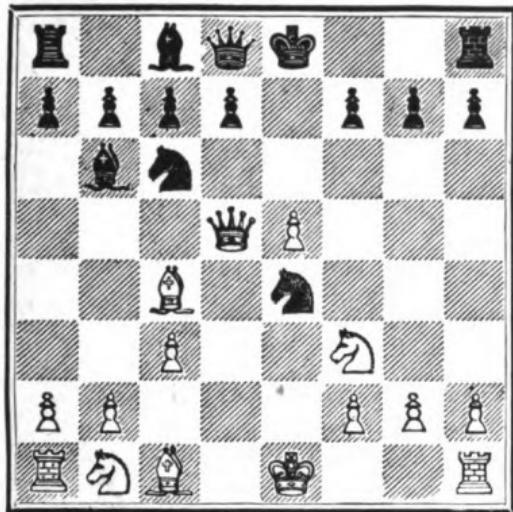
* A very weak move, giving White the opportunity for a deadly attack. Black should have played 5. . . . P x P.

† Black has three other moves available at this point, but in each case White should get much the best of the game. The three alternatives are (1) . . . Kt—KR4; (2) . . . Kt—KKt5; and (3) . . . Kt—KKt1. Lewis, in an elaborate note, examines the consequences of each, as under:—

- (1.) 6. . . . Kt—KR4
7. B × P ch. K × B
8. Kt—Kt5 ch.

If then 8. . . . K—Kt1; 9. Q—Q5 ch., and mates next move. If 8. . . . K—Kt3, 9. Q—Kt4 wins; 9. . . . P—Q3 looks plausible, but it is effectually answered by 10. Kt—K6 ch. The only square to which Black's K can retreat is KB2, when 11. Kt × Q ch. practically finishes the game. If Black plays 9. . . . Kt × P, then 10. Q—B5 ch. drives Black's K to R3, when 11. Kt—B7 (double ch.) brings the game to a conclusion.

Black.



White,

FIG. 8.

**Position after
White's 7th
Move.**

And to escape mate Black must sacrifice his Kt.
The utmost he can do is to win a P for it, by

7. $\frac{K-K_2}{B \times P \text{ ch.}}$; 8. $\frac{Q \times KKt}{Castles}$; 9. $\frac{B-Kt_3}{}$.

White.		Black.
9. Q—K13		Kt—K2
10. B—R5		P—Kt3
11. R—B1		P × B
12. Kt—Q4		B × Kt
13. P × B		

followed by R x Kt, with a won game.

If 8. . . .	B x P ch., then
9. K-K2	Kt-K2
10. Q-Kt3	B-Kt3
11. B-R5	P-Kt3
12. B x Kt(Kt4), &c.	
(3.) If 6. . . .	Kt-KKt1 (best)
7. B-KKt5	KKt-K2 (best)

and White should win by force of superior development.

C

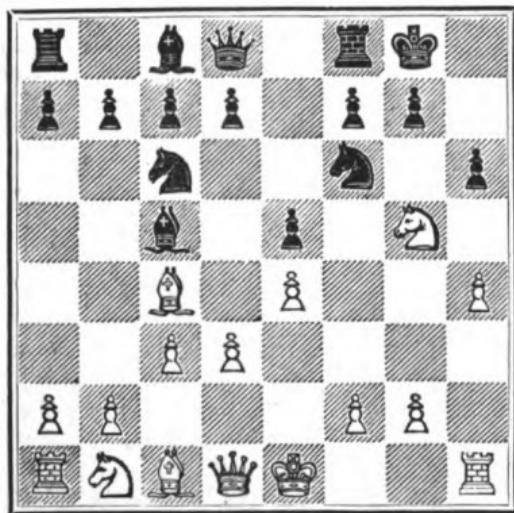
GAME VI.

GIUOCO PIANO.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $Kt-KB_3$	$Kt-QB_3$
3. $B-B_4$	$B-B_4$
4. $P-B_3$	$Kt-B_3$
5. $Kt-Kt_5^*$	Castles
6. $P-Q_3$	$P-KR_3$
7. $P-KR_4$	

(Position as Fig. 9.)

Black.



White.

FIG. 9.

Position after
White's 7th
Move.

* Following a well-known form of attack in the *Two Knights' Defence*; but in this case Black's KB has been

White.	Black.
7.	$P \times Kt^*$
8. $P \times P$	$Kt - KR_2$
9. $Q - KR_5$, and wins.†	

moved, and he is enabled to defend his KBP by castling, which makes a vast difference. With proper play on the part of Black, White should lose.

* This move is fatal. It not only opens the file to White's R, but exposes Black's KKt, which is the keystone of his defence, to the attack of White's P, the very thing he is most concerned to avoid. $P - Q_3$ would have been his proper move.

† For if

9.	$R - K_1$ (best)
10. $Q \times BP$ ch.	$K - R_1$
11. $R \times Kt$ ch.	$K \times R$
12. $Q - R_5$ mate.	

GAME VII.*

GIUOCO PIANO.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $Kt-KB_3$	$Kt-QB_3$
3. $B-B_4$	$B-B_4$
4. $P-B_3$	$Q-K_2\ddagger$

* Professor Tomlinson, 'Amusements in Chess,' p. 176, quotes this game, with the following commentary:—"In this game the attack is very brilliant, and quite in the style of this master. It is, however, a general complaint against Greco's Games that the brilliant play is on one side only. We are disposed to think that such must necessarily be the case, not only with Greco's, but with the games of all brilliant players, because such games, if properly opposed, must cease to be brilliant. The feeble play of the adversary serves as the foil whereby such games become brilliant. The more equally players are matched, the less becomes the opportunity for the display of daring and brilliant stratagems—they are seen through and defeated long before they are matured."

"The young chess student will therefore bear in mind that 'Greco's Games,' as specimens of brilliant and ingenious attack, are admirable and worthy of attentive study, because they reveal many of the most refined resources of the game; but he must not expect to find a model for chess play on both sides. With a little attention, however, he will derive benefit from the faults committed on the one side, as well as from the skill displayed on the other."

† 4. . . . $Q-K_2$. This is the characteristic move of this game. It was specially advocated by Lewis, and was at one time a very popular defence, as it was supposed to prevent White's continuing with 5. $P-Q_4$. That, however, has been long since disproved, and this mode of defence is practically abandoned. In the existing position, Black could continue by 5. . . . $B \times P$ ch., and if 6. $K \times B$, then 6. . . . $Q-QB_4$ ch., regaining the B, with the gain of a pawn.

White.	Black.
5. Castles	P—Q3
6. P—Q4	B—Kt ₃ *
7. B—KKt ₅	P—B ₃ †
8. B—R ₄	P—Kt ₄ ‡
9. Kt × KtP	P × Kt
10. Q—R ₅ ch.	K—Q ₂
11. B × P	

(The position is now as Fig. 10.)

Black.



White.

FIG. 10.

Position after
White's 11th
Move.

White has, however, at his command several ways of safeguarding himself against this possibility. The text-move, 5. Castles, is one of such methods.

5. Castles, is one of such methods.
* The withdrawal of the B is in this case better than 6. P × P; which being followed by 7. P × P, would leave White with the stronger centre.

† Here Kt—KB₃ would be preferable.

‡ This is an ill-advised move. It opens the diagonal on the K, and gives White the opportunity, by means of the sacrifice of the Kt, for an overwhelming attack. Von der Lasa recommends 8. P—KR₄.

White.	Black.
11.	Q—Kt 2
12. B—K6 ch.	K × B (forced)
13. Q—K8 ch.	Kt (either)—K7
14. P—Q5 mate.	

VARIATION A.

Repeat Moves to White's 11th inclusive.

(Position as Fig. 10.)

11.	Q—B1
12. B—B7	P × P
13. Q—Kt4 (or R3) mate.	

VARIATION B.

Repeat Moves as in Var. A. to White's 12th inclusive.

12.	QKt—K2
13. P × P	P × P
14. R—Q1 ch.	K—B3
15. B—K8 ch.	K—B4
16. B—K3 ch.	K—B5
17. P—QKt3 (or Kt—R3) mate.	

GAME VIII.

GIUOCO PIANO.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $Kt-KB_3$	$Kt-QB_3$
3. $B-B_4$	$B-B_4$
4. $P-B_3$	$Q-K_2$
5. Castles	$P-Q_3$
6. $P-Q_4$	$B-Kt_3$
7. $B-KKt_5$	$P-B_3$
8. $B-R_4$	$P-Kt_4$
9. $Kt \times KtP$	$P \times Kt$
10. $Q-R_5 ch.$	$K-Q_2$
11. $B \times P$	$Q-B_1$
12. $B-B_7$	$QKt-K_2$
13. $P \times P$	$P-KR_3$
14. $B-R_4$	$R-R_2$
15. $P-K_6 ch.$	

(Position as Fig. II.)

15.	$K-B_3$
16. $B-Q_8 ch.$	$Q \times B$
17. $Q \times Q$, with a won game.	

VARIATION A.

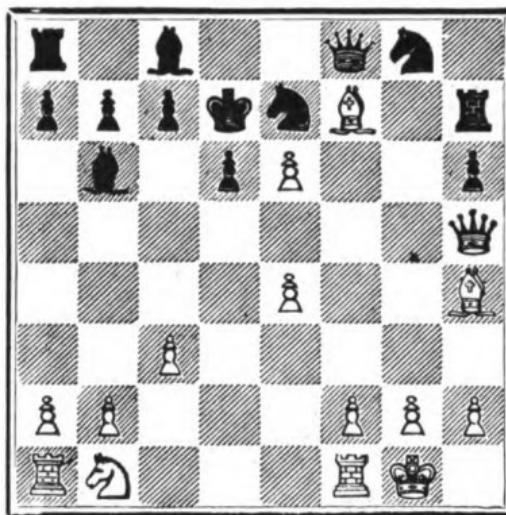
Repeat Moves to White's 15th inclusive.

(Position as Fig. II.)

15.	$K-Q_1$
16. $P-K_5$	$P-Q_4^*$
17. $Q-B_3$	$P-B_3$

* If 16. $P \times P$, then 17. $R-Q_1 ch.$

Black.



White.

FIG. II.

Position after
White's 15th
Move.

- | White. | Black. |
|--|-------------------|
| 18. P—B ₄ | K—B ₂ |
| 19. Q—QR ₃ * | K—Kt ₁ |
| 20. B × Kt(Kt ₈) | Q × B |
| 21. B × Kt, with a winning game.
(Position as Fig. 12.) | |

VARIATION B.

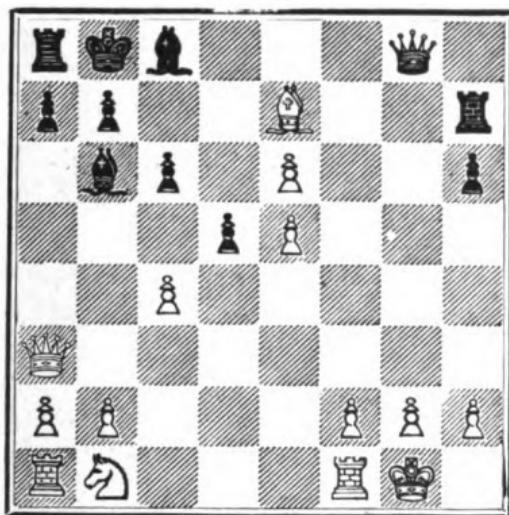
Repeat Moves of Var. A. to White's 19th inclusive.

- | | |
|----------------------|-------------------|
| 19. | P—QB ₄ |
| 20. P × P | Kt × P |
| 21. Q—Q ₃ | R × B† |
| 22. Q × Kt | R—B ₄ |

* Threatening mate at Q6.

† Black has only a choice of evils. If he endeavours to protect QKt by 21. Kkt—K₂, then 22. B × Kt; 22. Q × B; 23. Q × Kt, or Q × R.

Black.

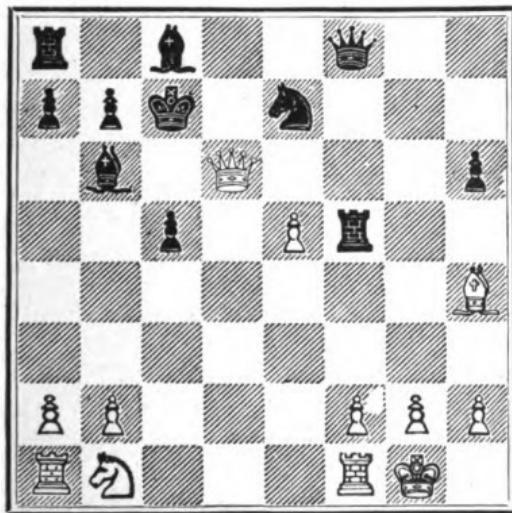


White.

FIG. 12.

Position after
White's 21st
Move.

Black.



White.

FIG. 13.

Position after
the final Move.

White.

Black.

23. P—K₇

Kt x P

24. Q—Q6 mate.*

VARIATION C.

Repeat Moves of Var. B. to White's 20th inclusive.

(Position as Fig. 14.)

Black.

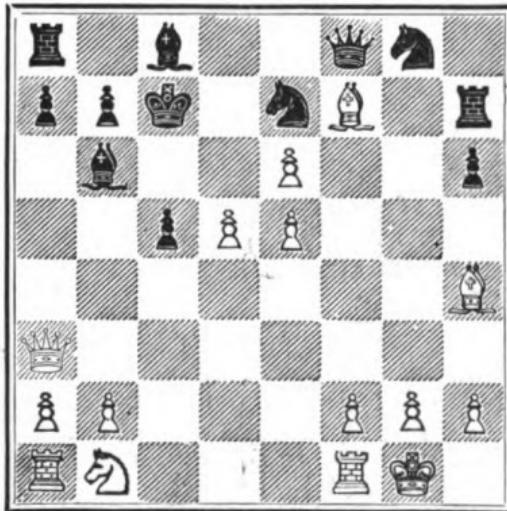


FIG. 14.

**Position after
White's 20th
Move (Var. B.)**

White,

20, . . .

Kt(K₂)—B₄

21. B—Kt₃

$$Kt \times B$$

22. Q × Kt

R-Kt2

23. Q—Q'P

P—KE

24. P-K₇

$$Q \times B$$

25. P—Q6 ch.
26. O—Kt5 ch

K—Q₂†

* Final position as Fig. 13. A good example of the "neatness" of Greco's mates.

† If 25. $K \rightarrow Kt1$, then 26. $Q \times Q$; 26. $R \times Q$; 27. $P-K8$, queens, and wins.

- White. Black.
27. P—K8 (queens) ch. Q × Q
 28. Q × Q ch., and wins.

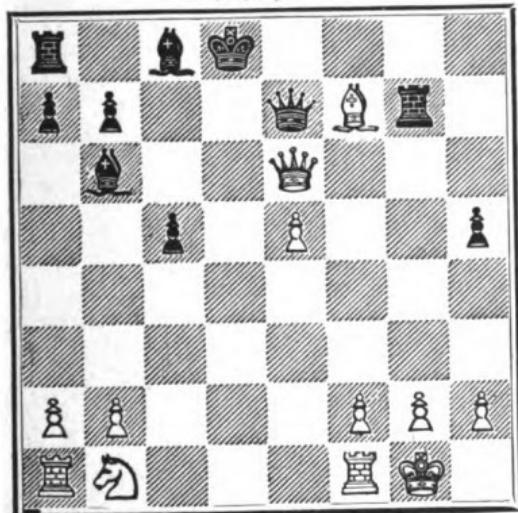
VARIATION D.

If at move 24 Black plays (instead of Q × B)—

- | | |
|----------------|------------------|
| 24. . . . | Kt × P |
| 25. P—Q6 ch. | K—Q ₂ |
| 26. Q—K6 ch. | K—Q ₁ |
| 27. P × Kt ch. | Q × P |

(Position as Fig. 15.)

Black.



White.

- | | |
|--|-------------------|
| 28. R—Q ₁ ch. | B—Q ₂ |
| 29. Q × Q ch. | K × Q |
| 30. B × P | QR—KKt |
| 31. B—B ₃ | B—B ₃ |
| 32. B × B | P × B |
| 33. P—KKt ₃ | R—Kt ₄ |
| 34. P—KB ₄ , with a winning game. | |

FIG. 15.

Position after
Black's 27th
Move.

GAME IX.

GIUOCO PIANO.

White.	Black.
1. $P-K4$	$P-K4$
2. $Kt-KB3$	$Kt-QB3$
3. $B-B4$	$B-B4$
4. $P-B3$	$Q-K2$
5. Castles	$P-Q3$
6. $P-Q4$	$B-Kt3$
7. $B-KKt5$	$P-B3$
8. $B-R4$	$P-Kt4$
9. $Kt \times P$	$P \times Kt$
10. $Q-R5 ch.$	

(Position as Fig. 16.)

Black.

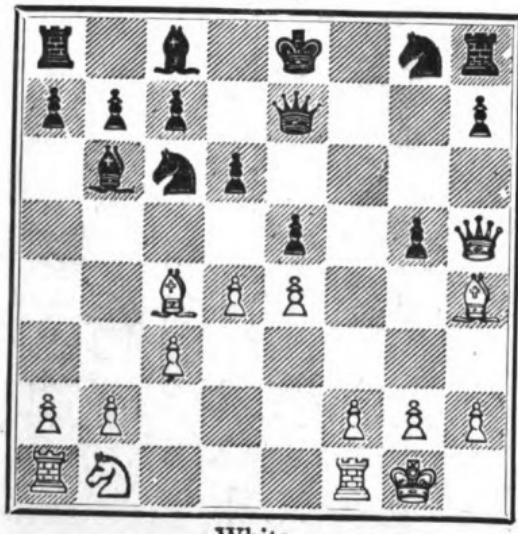


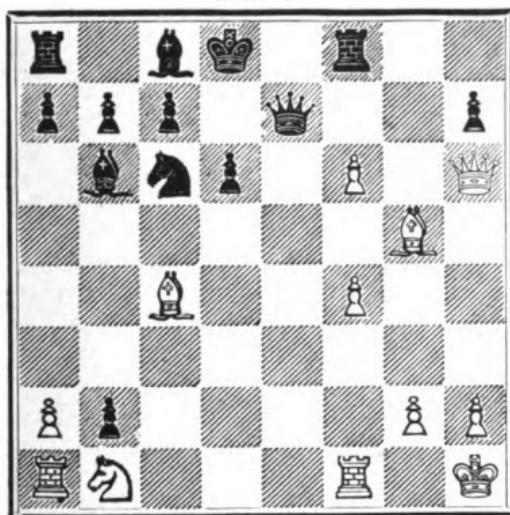
FIG. 16.

Position after
White's 10th
Move.

White.	Black.
10.	K—Q1
11. B × P	Kt—B3
12. Q—R6	R—B1
13. P—B4	P × QP
14. P—K5	P × QBP dis. ch.
15. K—R1	P × KtP
16. P × Kt	

(Position as Fig. 17.)

Black.



White.

FIG. 17.

Position after
White's 16th
Move.

16.	P × R (queens)
17. P × Q ch.	Kt × P
18. Q × R ch.	K—Q2
19. B—QKt5 ch.	Kt—B3
20. Q—K7 mate.*	

* If, instead of 19. Kt—B3, Black plays P—B3, then 20. Q × Kt mate. Should he play 19. K—K3,

VARIATION A.

(Position as Fig. 17.)

If, at move 16, Black, instead of $P \times R$,
plays—

White.	Black.
16. . . .	$R \times P$
17. $Q \times R$	$P \times R$ (queens)
18. $Q \times$ new Q	$B-Q_5$
19. $B \times Q$ ch.	$K \times B$
20. $Kt-B_3$, and wins.	

then 20. $\frac{R-K_1 \text{ ch.}}{K-Q_4}$; 21. $\frac{Q-B_7 \text{ ch.}}{K-B_4 \text{ (or } Q_5)}$; 22. $Q-QB_4$
mate.

GAME X.

GIUOCO PIANO.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $Kt-KB_3$	$Kt-QB_3$
3. $B-B_4$	$B-B_4$
4. $P-R_3$	$Q-K_2$
5. Castles	$P-Q_3$
6. $P-Q_4$	$B-Kt_3$
7. $B-KKt_5$	$P-B_3$
8. $B-R_4$	$P-Kt_4$
9. $Kt \times P$	$P \times Kt$
10. $Q-R_5 ch.$	

(Position as Fig. 16.)

10.	$K-B_1$
11. $B \times P$	$Q-K_1^*$
12. $Q-B_3 ch.$	$\bar{K}-Kt_2$
13. $B \times Kt$	

(Position as Fig. 18.)

13.	$R \times B$
14. $Q-B_6$ mate.	

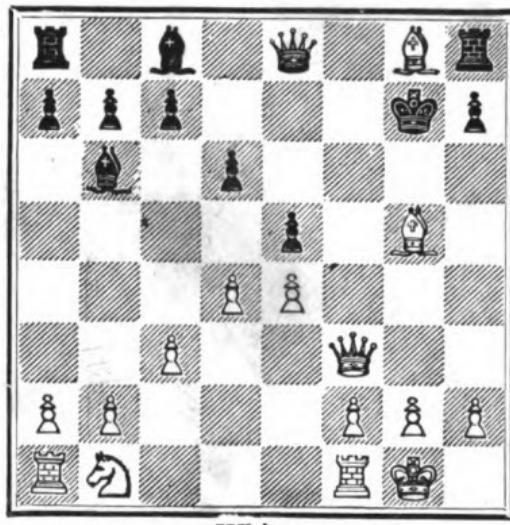
* If 11. $Kt-B_3$; 12. $B-R_6 ch.$, and mate follows.

13. . . . Q × B is equally fatal, but by 13. . . . K × B Black may prolong the game considerably, as under :—

VARIATION A.

(Position as Fig. 18.)

Black.



White.

- 13. . . .
- 14. P—Q5
- 15. K—B6
- 16. Kt—Q2
- 17. B × R
- 18. Kt—Q
- 19. P—KR3
- 20. P—B4
- 21. Kt × B
- 22. QR—Q1
- 23. P—KB4

- K × B
- Kt—K₂
- Q—B₂
- P—KR₃
- Q × Q
- K × B
- B—Q₂
- B—Q₅
- P × Kt
- P—B₄
- R—KB₁

FIG. 18.

Position after
White's 13th
Move.

White.	Black.
24. P—K ₅	P × P
25. P × P	R × R ch.
26. R × R	K—Kt ₂
27. P—K ₆	B—K ₁
28. P—Q ₆	Kt—B ₃
29. P—Q ₇	B—Kt ₃
30. P—K ₇	Kt × P
31. P—Q ₈ (queens), and wins.	

GAME XI.

GIUOCO PIANO.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $Kt-KB_3$	$Kt-QB_3$
3. $B-B_4$	$B-B_4$
4. $P-B_3$	$P-Q_3$
5. $P-Q_4$	$P \times P$
6. $P \times P$	$B-Kt_5$ ch.
7. $Kt-B_3$	$Kt-B_3$
8. Castles	$B \times Kt$
9. $P \times B$	$Kt \times KP^*$
10. $R-K_1$	$P-Q_4$
11. $R \times Kt$ ch. [†]	$P \times R$
12. $Kt-Kt_5$	Castles [‡]
13. $Q-R_5$	$P-KR_3$
(Position as Fig. 19.)	
14. $Kt \times P$	$Q-B_3$
15. $Kt \times RP$ double ch.	$K-R_1$
16. $Kt-B_7$ double ch.	$K-Kt_1$
17. $Q-R_8$ mate.	

* Better 9. . . . Castles.

† This is a hazardous move, and, with good play on the part of Black, might well lose the game for White.

‡ "Castling is not good play ; it would be better to move Q to K_2 ."—(LEWIS.) Dufresne suggests 12. . . . $Kt-K_4$, followed by 13. . . . $P-KR_3$, which seems even more effective.

VARIATION A.

Moves as before to Black's 13th inclusive.

(Position as Fig. 19.)

Black.

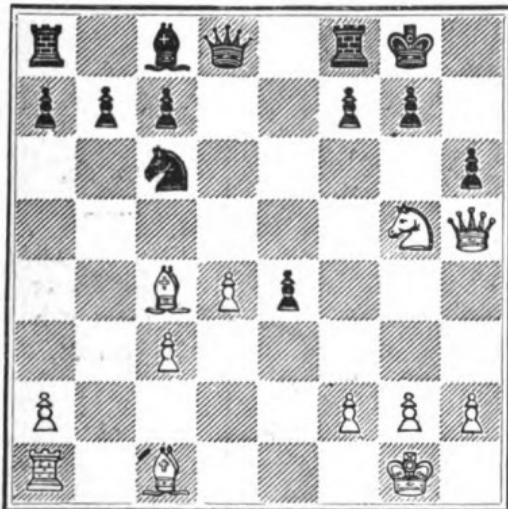


FIG. 19.

Position after
Black's 13th
Move.

White.

- 14. Kt × P
- 15. B × R ch.
- 16. B—R₃ ch.
- 17. B—Kt₃
- 18. Q—Q₅
- 19. B × P
- 20. Q—KK₈ mate.

Black.

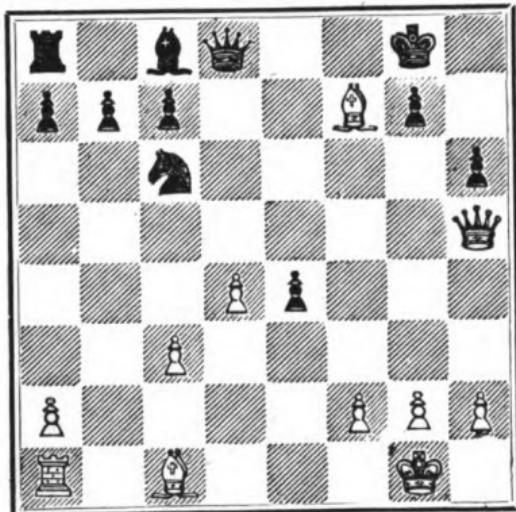
- R × Kt
- K—B₁
- Kt—K₂
- Q—K₁
- P—B₄
- P—QR₃*

At move 15, Black (instead of K—B₁) might

* 19. P—QR₃. This seems a purposeless move, but the only move which even nominally alters the position would be B—K₃, and this only delays the inevitable mate by a single move.

have played K—R₁ or K—R₂. The consequences of these moves are shown in the two following variations.

Black.



White.

FIG. 20.

Position after
White's 15th
Move.

VARIATION B.

(Position as Fig. 20.)

White.

- 15.
- 16. QB × P
- 17. Q—Kt6 ch.
- 18. Q × RP mate.

Black.

- K—R₂
- P × B
- K—R₁

VARIATION C.

(Position as Fig. 20.)

- 15.
- 16. QB × P

- K—R₁
- B—Kt5

White.	Black.
17. $B \times P$ double ch.	$K \times B$
18. $Q-Kt6$ ch.	$K-B_1$
19. $B-Kt3$	$Q-K_1^*$
20. $Q-Kt8$ ch.	$K-K_2$
21. $Q \times B$	$K-Q_1$
22. $R-K_1$	$P-K_6$
23. $R \times P$, and wins.	

* If 19. . . . $Q-Q_2$, White still plays 20. $Q-Kt8$, and captures R.

GAME XII.*

GIUOCO PIANO.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $Kt-KB_3$	$Kt-QB_3$
3. $B-B_4$	$B-B_4$
4. Castles	$Kt-B_3\ddagger$
5. $R-K_1$	Castles
6. $P-B_3$	$Q-K_2\ddagger$
7. $P-Q_4$	$P \times P$
8. $P-K_5$	$Kt-KKt_5$
9. $P \times P\$$	$Kt \times P(Q_5)$
10. $Kt \times Kt$	$Q-R_5$

(Position as Fig. 21.)

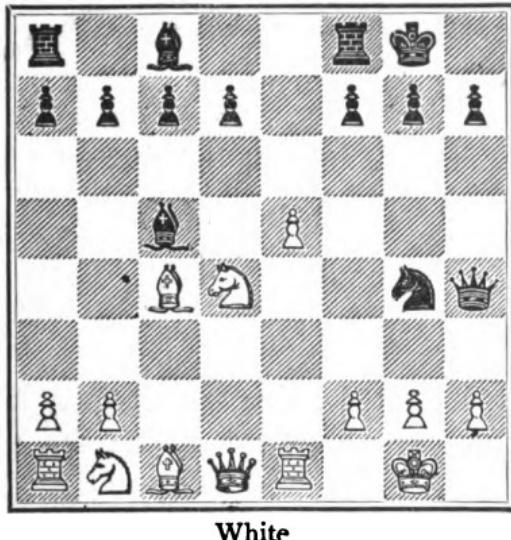
* In this and the next following games, contrary to his usual practice, Greco gives the victory to the second player. In such cases, Black is, in the original text, made first player, but in the present version it has been thought better to follow the modern practice; and the first move is given throughout to White.

† 4. $P-Q_3$ would have been safer for Black. A modern player would probably here reply to the text-move with 5. $P-Q_4$ (the Max Lange Attack), but the possibilities of this form of opening had not been unfolded in the time of Greco, who does not venture to advance $P-Q_4$ without having paved the way for it by $P-QB_3$.

‡ Here again $P-Q_3$ would be preferable.

§ 9. $B-KKt_5$ might here be played, developing a piece, and driving Black's Q to K_1 , with loss of time and position.

Black.



White

FIG. 21.

Position after
Black's 10th
Move.

White.

11. Kt—KB₃
12. K—R₁
13. Kt (or R) × Q

Black.

- Q × BP ch.
Q—Kt₈ ch.
Kt—B₇ mate.*

VARIATION A.

(Position as Fig. 21.)

If White, instead of 11. Kt—KB₃, plays—

11. P—KR₃
12. Q moves

Kt × BP
B × Kt, and wins.

* This game is specially interesting, as being one of the earliest recorded instances of "smothered mate." A still earlier example, however, is found in Damiano (1512).

VARIATION B.

Moves as before up to Black's 10th inclusive.

(Position as Fig. 21.)

White.	Black.
11. B—K ₃	Q × RP ch.
12. K—B ₁	Q—R8 ch.
13. K—K ₂	Q × P
14. R—Kt ₁	Kt × B
15. K × Kt	B × Kt ch.
16. K × B	Q × P ch.
17. K—B ₃	Q—K6 ch.
18. B—Q ₃	Q × P ch.

with a winning game, having five Pawns for a minor piece.

GAME XIII.

GIUOCO PIANO.

White.	Black.
1. $P-K4$	$P-K4$
2. $Kt-KB3$	$Kt-QB3$
3. $B-B4$	$B-B4$
4. Castles	$Kt-B3$
5. $R-K1$	Castles
6. $P-B3$	$R-K1^*$
7. $P-Q4$	$P \times P$
8. $P-K5\ddagger$	$Kt-KKt5$
9. $B-KKt5$	$Kt \times BP$

(Position as Fig. 22.)

10. $B \times Q$	$Kt \times Q$
11. $R \times Kt$	$P \times P$ dis. cn.
12. $K-B1$	$P \times P$
13. $QKt-Q2$	$P \times R$ (queens)
14. $R \times Q$	$Kt \times B$

with a winning game, having R and three Pawns advantage.

* $P-Q3$ should have preceded this move. It is a generally accepted principle that when White has castled, Black should advance this Pawn as soon as possible.

† Or 8. $Kt-Kt5$, threatening an attack which would at any rate give Black considerable trouble.

Black.



White.

FIG. 22.

Position after
Black's 9th
Move.

VARIATION A.

First nine Moves on each side as before.

(Position as Fig. 22.)

White.

- 10. K × Kt
- 11. K—B1
- 12. Kt—QB3
- 13. Q × Q

Black.

- P × P dis. ch.
- P × P
- P × R (queens)
- B—K2

with a winning game, having the exchange and three Pawns advantage.

VARIATION B.

First nine Moves on each side as before.

(Position as Fig. 22.)

White.	Black.
10. Q—Kt3	P × P
11. B × Q*	P × P
12. Q × Pt	Kt—Q6 (or —Q8) dis. ch.
13. K—B1	Kt × Q
14. B × QBP	Kt × B, and wins.

* At this point $Kt \times P$ would be the better move, and would indeed go far to get White out of his difficulties. (Compare next game, Var. A.)

† Von der Lasa suggests, as an alternative line of play: 12. $\underline{B \times P \text{ ch.}}$; 13. $\underline{Q \times P}$; 14. $\underline{K—B1}$; 15. $\underline{K—R1}$; 13. $\underline{Kt—Q8 \text{ dis. ch.}}$; 14. $\underline{Kt \times Q}$; 15. $\underline{B \times R}$; but in any case White has a bad game

GAME XIV.

GIUOCO PIANO.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $Kt-KB_3$	$Kt-QB_3$
3. $B-B_4$	$B-B_4$
4. Castles	Castles
5. $R-K_1$	Castles
6. $P-B_3$	$R-K_1$
7. $P-Q_4$	$P \times P$
8. $P-K_5$	$Kt-KKt_5$
9. $B-KKt_5$	$Kt \times BP$

(Position as Fig. 22.)

10. $Q-Kt_3$	$P \times P$
11. $B \times Q^*$	$P \times P$
12. $Kt-QB_3$	$Kt-Q8$ dis. ch.
13. $K-B_1$	$P \times R$ (queens)
14. $R \times Kt$	$Q \times R$ ch.
15. $Kt \times Q$	$Kt \times B$, and wins.†

* See note on last game.

† Lewis remarks on this game : " Notwithstanding Greco's assertion, I think it at least doubtful whether the Black have the best of the game." It is in any case to be regretted that the master did not proceed a little further with his demonstration, but regarding Black's two Rooks as being, at this stage, a fair equivalent for White's Queen, Black's extra Pawns should give him the advantage.

VARIATION A.

First nine Moves on each side as before.

(Position as Fig 22.)

White.	Black.
10. Q—Kt ₃	P × P
11. Kt × P	Kt—R ₆ double ch.
12. K—R ₁	Kt—B ₇ ch.*
13. K—Kt ₁	Kt—R ₆ double ch.

And if White perseveres (as he should do) in moving from Kt₁, to R₁ and *vice versa*, the game may be drawn by perpetual check. But if—

14. K—B ₁	Kt × B†
15. Kt × Kt	Q × Kt
16. B × P ch.	K—B ₁
17. B × R	Q—B ₅ ch.
18. K—K ₂	Kt—Q ₅ ch.
19. K—Q ₁	Kt × Q
20. P × Kt	K × B, and wins.

* 11. Kt × B, though for the moment winning a piece, would here be an unsafe move, for after 12. Kt × Kt would follow 13. B × P ch. If 13. K—R₁, then 14. B × R; or if 13. K—B₁, then 14. R—B₁, with an overwhelming attack.

† With White's King at B₁, this move is now safe (see preceding note).

GAME XV.

PETROFF'S DEFENCE.*

White.	Black.
1. P—K4	P—K4
2. Kt—KB3	Kt—KB3†

* For facility of reference, it has been thought well to distinguish the various Openings by their modern names, though many of the descriptions—as “Petroff Defence,” “Philidor’s Defence,” &c.—have of course been appended to them long since the days of Greco.

† This is a very ancient defence. It is mentioned in what is known as the Göttingen MS. (1490), again by Damiano (1512) (from whom the game in the text is borrowed), and yet later by Lopez, Selenus, Cozio, Ponziani, and others, but did not command much practical respect until about 1830–1840, when it was reintroduced by the Russian player, M. Petroff, by whose name it has since been known. It is now rarely adopted in serious play, though many high authorities may be cited in its favour. It was adopted six times by Pillsbury in the St. Petersburg four-player Tournament of 1895–6, the result being two games won, two drawn, and two lost. Jaenisch originally advocated it as the best defence to 2. Kt—KB3, though he subsequently modified this opinion. Walker says it “is inferior to QKt—B3, but may be fairly risked.” Boden advocated it as the best mode of avoiding the Ruy Lopez attack and Evans Gambit, and considered it “the defender’s easiest and most forward plan of developing his game.” He gives the following, borrowed from Staunton’s ‘Handbook,’ as the model form of the Opening:—

1. P—K4 ; 2. Kt—KB3 ; 3. Kt × P ; 4. Kt—KB3 ;
P—K4 Kt—KB3 P—Q3 Kt × P ;

White.	Black.
3. Kt × P	Kt × P*
4. Q—K ₂	Q—K ₂ †
5. Q × Kt	P—Q ₃
6. P—Q ₄	P—KB ₃
7. P—KB ₄	QKt—Q ₂
8. Kt—QB ₃	QP × Kt
9. Kt—Q ₅	Q—Q ₃
10. QP × P	P × P
11. P × P	

(Position as Fig. 23.)

11.	Q—QB ₃ ‡
-------------	---------------------

5. P—Q₄; 6. B—Q₃; 7. Castles; 8. P—QB₄;
~~P—Q₄~~ ; 9. ~~P—QR₃~~ ; 10. Q—QB₂; after which 10. P—KR₃;
~~Castles~~ or 10. Kt—KB₃, will give Black an even game.
 Mr. Freeborough says of the Petroff Defence ('Chess Openings,' p. 19), "2. Kt—KB₃ has proved a strong reply."

This Opening has been exhaustively analysed by Mr. Steinitz ('Modern Chess Instructor,' p. 117), who favours 3. P—Q₄ for White. Petroff himself preferred 3. P—Q₃.

* 3. P—Q₃, recommended by Cozio, and adopted by Petroff, is a stronger move for Black at this point.

† Black cannot remove his Kt, for if he does so White plays 5. Kt—QB₆ dis. ch., and captures Q.

‡ If 11. Q × P; 12. $\frac{Q \times Q \text{ ch.}}{\text{Kt} \times \text{Q}}$; 13. Kt takes QBP, and wins the Rook. If 11. Kt × P; 12. B—KB₄ wins Kt. If 11. Kt—B₄; 12. $\frac{P \times Q}{\text{Kt} \times \text{Q}}$; 13. Kt × P, and wins the exchange.

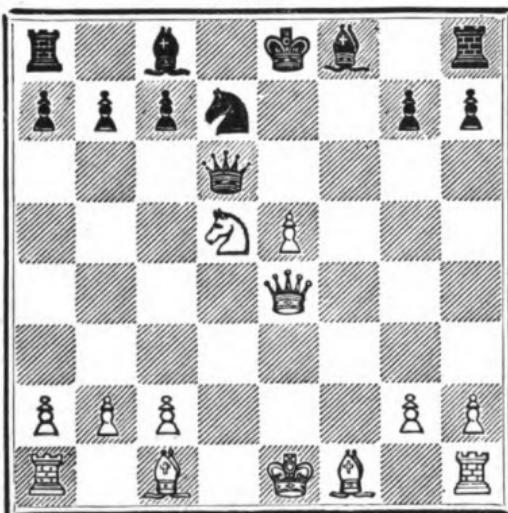
White.

12. B—QKt5
13. B—K₃

Black.*

- Q—B₄*
Q × KB†

Black.



White.

14. Kt × BP ch. K—Q₁
15. Kt × Q, and wins.

FIG. 23.

Position after
White's 11th
Move.

* If 11. . . . Q × B; 12. Kt × BP ch., forking K and Q.
† The fatal move last mentioned is now compulsory; or, at any rate, Black has nothing better. 13. P—QKt4 would have had the same effect.

GAME XVI.

PHILIDOR'S DEFENCE.

White.	Black.
1. P—K4	P—K4
2. Kt—KB3	P—Q3*

* "The Philidor Defence is considered safe, but slow." (FREEBOROUGH.) It is now rarely adopted.

A typical form of this Opening, approved by Boden and the authorities of his day, proceeds as follows : 3. $\frac{P-Q4}{Kt-KB3}$;

4. $\frac{B-KKts}{P \times P}$; 5. $\frac{Q \times P}{B-K2}$; 6. $\frac{Kt-B3}{Castles}$; 7. $\frac{Castles\ QR}{B-K3}$.

Philidor himself favoured (as a reply either to 3. B—B4 or 3. P—Q4) ; 3. P—KB4. In the former case the move in question is known as the Lopez Counter Gambit, in the latter as the Philidor Counter Gambit. At the present day, however, this form of the defence is abandoned, as quite unsound.

Steinitz ('Modern Chess Instructor,' p. 140) says of this Opening : "Philidor probably based his preference of 2. P—Q3 on the idea that the Kt ought not to obstruct any P in the early part of the game. Modern experience has proved quite the contrary, and both the KKT Opening and the QKt Opening are now recognised as belonging to the strongest initiatory moves for the attack on the second move, albeit in each case a P is obstructed by the development of the respective Kts."

"In our opinion, not alone the continuation 3.

White.	Black.
3. B—B ₄	B—Kt ₅
4. P—KR ₃	B—R ₄
5. P—B ₃	Kt—KB ₃
6. P—Q ₃	B—K ₂
7. B—K ₃	Castles*
8. P—KKt ₄	B—Kt ₃
9. Kt—R ₄	P—B ₃
10. Kt × B	RP × Kt
11. P—KR ₄	.

(Position as Fig. 24.)

11.	P—QKt ₄ †
12. B—Kt ₃	P—R ₄
13. P—R ₄	P—Kt ₅
14. P—KR ₅	P × RP
15. P—Kt ₅ ‡	Kt—Kt ₅

P—KB₄, on which Philidor chiefly based his defence, but the whole Opening is more disadvantageous for the second player than the regular 2. QKt—B₃. For the attack, however, we find that after 3. P—Q₄; 3. P × P, the continuation 4. Kt × P is much stronger than 4. Q × P, which used to be invariably favoured by old masters. In all the variations arising from the last-named move, it seems to us that White can only equalize the game, and if he tries to force the attack, he even gets the worst of it."

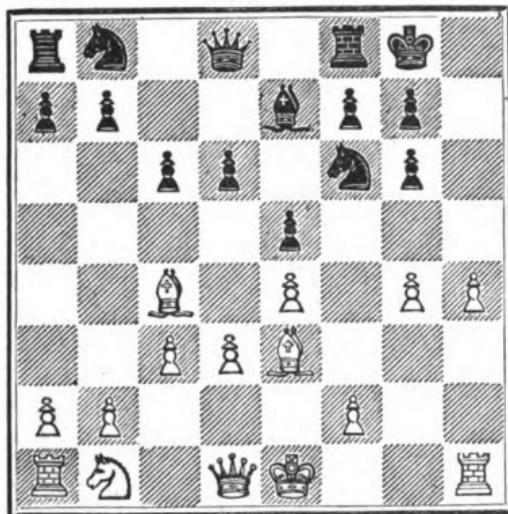
The reader will bear in mind that the games in the text, though illustrating the defence afterwards identified with the name of Philidor, belong to a very much earlier period, and represent therefore only a rudimentary form of this Opening.

* "Castling is not a good move; it would be better to play QK or take the KKt with QB." (LEWIS.)

† "The object of the Black is to prevent the attack of the KB on the KBP; this he might at once effect by playing QP one square, instead of advancing QKtP and QRP, by which he loses a move at a critical moment." (LEWIS.)

‡ The most natural move would seem to be P × RP, but the text-move is far stronger, as the sequel will show.

Black.



White.

FIG. 24.

Position after
White's 11th
Move.

White.	Black.
16. $R \times P$	$Kt \times B$
17. $R-R8$ ch.	$K \times R$
18. $Q-R5$ ch.	$K-Kt1$
19. $P-Kt6$	$R-K1*$
20. $Q-R7$ ch.	$K-B1$
21. $Q-R8$ mate.	

* "If instead of this move he were to check with the Kt at your QB2, you ought neither to take it, nor move the K to Q2 (because he might in either case retrieve his game); you should play K to his B square." (LEWIS.) (If in such case $B \times Kt$, Black's KBP is no longer pinned; if $K-Q2$, Black checks with B at Kt4, and then plays to R3.)

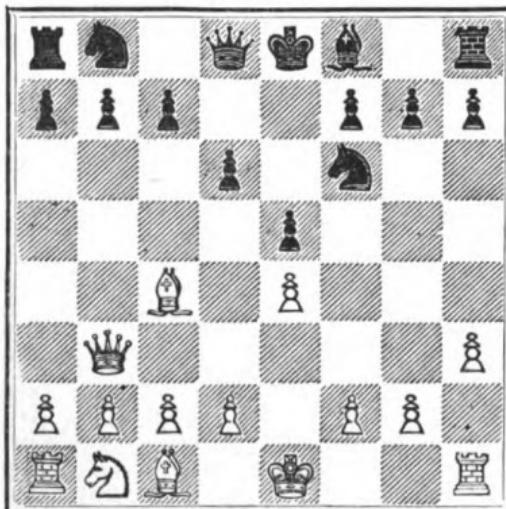
GAME XVII.

PHILIDOR'S DEFENCE.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $Kt-KB_3$	$P-Q_3$
3. $B-B_4$	$B-Kt_5^*$
4. $P-KR_3$	$B \times Kt$
5. $Q \times B$	$Kt-KB_3\dagger$
6. $Q-QKt_3$	

(Position as Fig. 25.)

Black.



White.

FIG. 25

Position after
White's 6th
Move.

* This is a premature move, but the maxim now accepted—not to pin the adversary's KKt until he has castled—is of much later origin than Greco's work.

† 5. . . . Q—Q2 is preferable.

White.	Black.
6.	Kt × P*
7. B × P ch.	K—Q2
8. Q × Pt†	Kt—Kt4‡
9. B—Q5	Kt—R3
10. Q—B6 ch.§	K—K2
11. Q × R, with a winning game.	

* This is an ill-advised move. Black is attacked in two places and cannot guard both; but P—QKt3 would have been far better than the text-move.

† Or 8. Q—K6 ch. ; 9. Q—Q5 ch. ; 10. Q × Kt.
K—B3 K moves

‡ Black has only a choice of evils. If he plays 8. Kt—QB3, then 9. B—Q5 wins a piece.

§ This check is by no means useless. If 10. Q × R
Q × Q ;
11. B × Q ; 12. B—Kt7, and the retreat of the B is cut off.
P—B3 Kt—B4

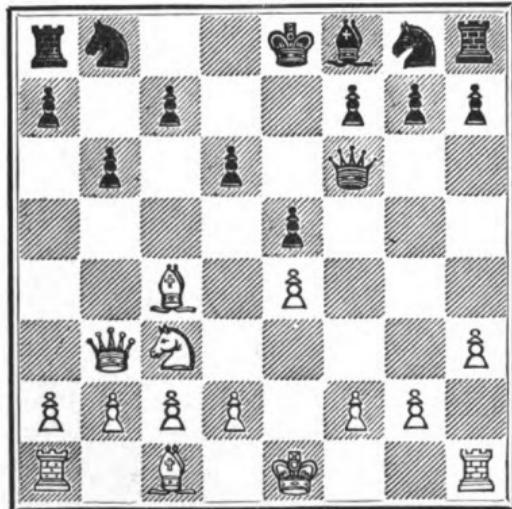
GAME XVIII.

PHILIDOR'S DEFENCE.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $Kt-KB_3$	$P-Q_3$
3. $B-B_4$	$B-Kt_5$
4. $P-R_3$	$B \times Kt$
5. $Q \times B$	$Q-B_3^*$
6. $Q-QKt_3$	$P-QKt_3$
7. $Kt-QB_3$	

(Position as Fig. 26.)

Black.



White.

FIG. 26.

Position after
White's 7th
Move.

* 5. . . . $Q-Q_2$ would be preferable.

White.	Black.
7.	P—B ₃
8. Kt—Q ₅	Q—Q ₁ *
9. Kt × KtP	Q × Kt†
10. B × P ch.	K—Q ₂
11. B × Kt	P—Q ₄
12. P × P	Q × Q
13. P × P ch.	Kt × P
14. B × Q, with a winning game, having equality of pieces and three extra Pawns.	

VARIATION A.

Repeat Moves to White's 7th inclusive.

(Position as Fig. 26.)

7.	Kt—K ₂
8. Kt—Kt ₅	Kt—R ₃
9. Q—R ₄	Kt—QB ₄
10. Kt × QP double ch.	K—Q ₁
11. Q—K8 mate.‡	

* If 8. P × Kt, 9. B × P wins a P and the exchange.

† If 9. P × Kt; 10. B × P ch. ; 11. Q—K6 ch. ; 12. B × Kt.

‡ A brilliant example of the delicacy of Greco's combinations, and his exact adaptation of means to end. At move 10 White's Q and Kt are both *en prise*, but the double check preserves them from all danger, and the next move gives the *coup de grâce*.

GAME XIX.

PHILIDOR'S DEFENCE.

- | White. | Black. |
|---------------|-----------|
| 1. $P-K_4$ | $P-K_4$ |
| 2. $Kt-KB_3$ | $P-Q_3$ |
| 3. $P-KR_3^*$ | $Kt-KB_3$ |
| 4. $P-B_3$ | |

(Position as Fig. 27.)

Black.

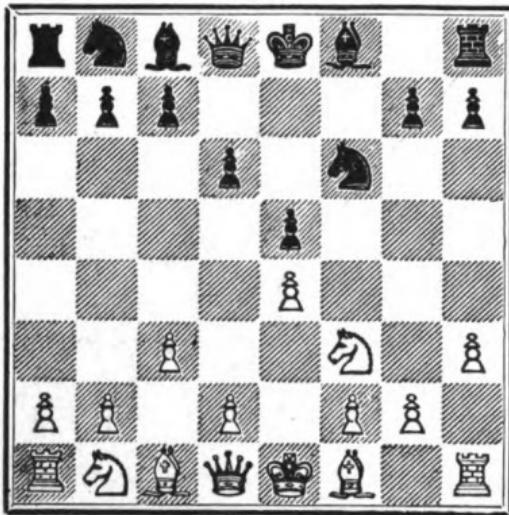


FIG. 27,

Position after
White's 4th
Move.

White.

-
 5. $Q-R_4$ ch. $Kt \times P^\dagger$
 6. $Q \times Kt$, with a winning game. $P-QB_3$

* A feeble move, which no good player would make at the present day, the pinning of the Kt , at this stage, being regarded as quite unimportant.

† "A bad move, as he loses the Kt immediately; he should have played QBP one square." (LEWIS.)

VARIATION A.

Repeat as far as White's 4th Move inclusive.

(Position as Fig. 27.)

White.	Black.
4. . . .	Kt—B ₃
5. P—Q ₄	Kt × KP
6. P—Q ₅	Kt—K ₂
7. Q—R ₄ ch.	P—QB ₃
8. P × P	Kt—QB ₄
9. P × P dis. ch.	Kt × Q
10. P × R (queens), with a winning game.	

GAME XX.

TWO KNIGHTS' DEFENCE.

White.	Black.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3*
3. B—B4	Kt—B3
4. Kt—Kt5	P—Q4
5. P × P	Kt × P†
6. Kt × BP‡	K × Kt
7. Q—B3 ch.	K—K3§
8. Kt—B3	QKt—K2

* This move is omitted in the edition of 1669, thus bringing two of White's moves together. Several of the later editions have "corrected" this, not by supplying the missing move, but by crediting subsequent moves to the wrong player. The result is, naturally, "confusion worse confounded."

† Modern authority condemns the taking of this Pawn, giving the preference to 5. . . . Kt—QR4. By the play adopted, Black exposes himself to the sharp and vigorous onslaught known as the *segatello* (dating from the time of Polerio, 1575-1600), and, though he has the advantage in point of material, needs considerable skill to ward off the attack.

‡ Lewis remarks : "The sacrifice of this Kt gives White a strong attack ; it is, nevertheless, bad play, as the Black with care can maintain his numerical superiority ; 6. QP two squares is the proper move."

§ The only move to save the Kt.

|| This move has a double object. It not only defends the KKt, but makes room for the QBP to advance and do likewise. 8. . . . Kt—Kt5 is sometimes played, White's reply in such case being Q—K4.

White.

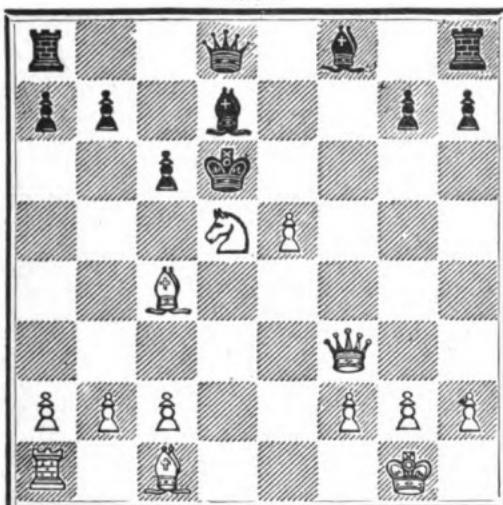
9. Castles*
 10. R—K1
 11. P—Q4
 12. R × P
 13. Kt × Kt
 14. P × Kt ch.

Black.

- P—B3
 B—Q2†
 K—Q3
 Kt—KKt3‡
 Kt × R

(Position as Fig. 28.)

Black.



White.

FIG. 28.

Position after
White's 14th
Move.

* P—Q4 is a stronger move at this point.

† "Black loses the game by this move; he ought to have played QKt to KKt's third square." (LEWIS.)

‡ Lewis suggests as a variation at this point, instead of . . . Kt—KKt3 :—

- | | |
|-----------------|--------|
| 12. . . . | K—QB2 |
| 13. B × Kt | Kt × B |
| 14. Kt × Kt ch. | P × Kt |
| 15. R × P | |

But White still has much the best of the game.

White.	Black.
14.	K—B4
15. Q—R3 ch.	K × B
16. Q—Q3 ch.	K—B4
17. P—QKt4 (or B—K3) mate.	

VARIATION A.

Repeat Moves to White's 14th inclusive.

(Position as Fig. 28.)

14.	K × P
15. Q—B4 ch.	K—K3
16. Kt—B7 double ch.	K—K2
17. Q—Kt5 ch.*	K—Q3
18. B—B4 mate.	

VARIATION B.

Repeat Moves to White's 14th inclusive.

(Position as Fig. 28.)

14.	K—K3
15. Kt—B7 double ch.	K × P
16. Q—B4 mate.	

If 15. K—K2, then 16. Q—B7 (or KKt5) mate.

VARIATION D.

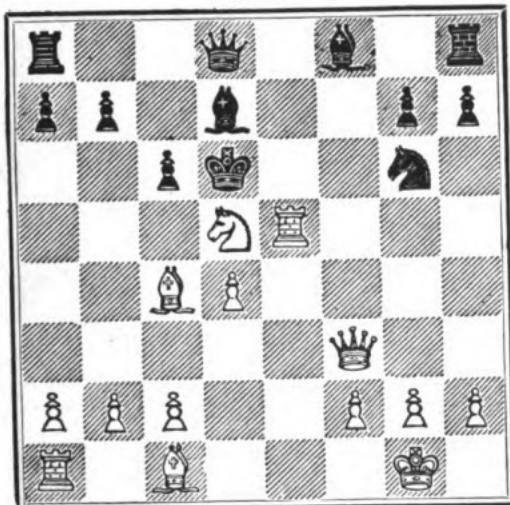
Repeat Moves to White's 13th inclusive.

(Position as Fig. 29.)

13.	P × Kt
14. R × P ch.	K—QB2

* Or 17. Q—K5 ch.; 18. Q × B mate.
B covers.

Black.



White.

FIG. 29.

Position after
White's 13th
Move.

White.

- 15. B—B₄ ch.
- 16. Q × Kt ch.
- 17. B—Kt₅
- 18. Q × Q ch.
- 19. R × B ch., with a winning game.

Black.

- Kt × B
- K—B₁
- Q—B₂
- K × Q

GAME XXI.

IRREGULAR OPENING.

White.	Black.
1. P—K4	P—K4
2. Kt—KB3	Q—B3*
3. B—B4	Q—KKt3†
4. Castles†	Q × KP
5. B × P ch.	
	(Position as Fig. 30.)
5.	K × B
6. Kt—Kt5 ch.	K—K1
7. Kt × Q, and wins.	

VARIATION A.

Repeat Moves to White's 5th inclusive.

(Position as Fig. 30.)

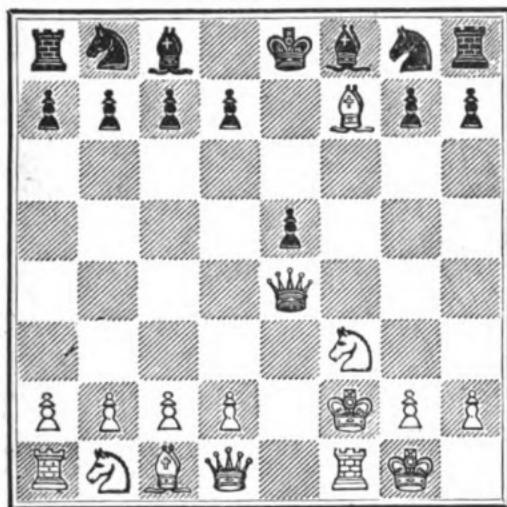
5.	K—Q1
6. Kt × P	Q × Kt

* It is hardly necessary to remark that this is an utterly unsound move, and one that would only be made by an absolute novice. The game and variations here given form a valuable object-lesson as to the danger of exposing the Q to attack at the earlier stages of play.

† The Q in this position attacks two Pawns, the KP and KKtP; but, as the sequel will show, the taking of either means a lost game for Black.

‡ White may here play, if he pleases, 4. P—Q3 instead of 4. Castles, leaving his KKtP unprotected. If Black plays

Black.



White.

White.

7. R—K1

8. R—K8 mate.

Black.

Q—B3*

Position after
White's 5th
Move.

FIG. 30.

VARIATION B.

Repeat Moves of Var. A up to White's 6th inclusive.

6.

Kt—KB3

7. R—K1

Q—B4

8. B—Kt6

P × B

9. Kt—B7 mate.

4. $Q \times KtP$, it is followed by 5. $\frac{R-K11}{Q-R6}$. White then plays

6. $B \times P$ ch. If 6. $K \times B$, then 7. $Kt-Kt5$ ch. wins Q. If 6. $K-Q1$, or $K-k2$, then 7. $R-Kt3$ wins Q.

* Black's only means of avoiding an immediate mate is by 7. $Q \times R$, followed by 7. $Kt-KB3$; but in any case he has a lost game.

VARIATION C.

Repeat Moves of Var. B up to White's 8th inclusive.

White.	Black.
8. . . .	Q—K ₃
9. Kt—B ₇ ch.	K—K ₁
10. Kt × R dis. ch.	P × B
11. R × Q ch.	P' × R
12. Kt × P, with a winning game.	

GAME XXII.

IRREGULAR OPENING.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $Kt-KB_3$	$Q-B_3$
3. $B-B_4$	$Q-KKt_3$
4. Castles	$Q \times KP$
5. $B \times P$ ch.	$K-K_2^*$
6. $R-K_1$	$Q-KB_5\ddagger$
7. $R \times P$ ch.	$K \times B$
8. $P-Q_4$	$Q-B_3$
9. $Kt-Kt_5$ ch.	$K-Kt_3$
10. $Q-Q_3$ ch.	
	(Position as Fig. 31.)
10.	$K-R_3$
11. $Kt-B_7$ double ch., and mate.	

VARIATION A.

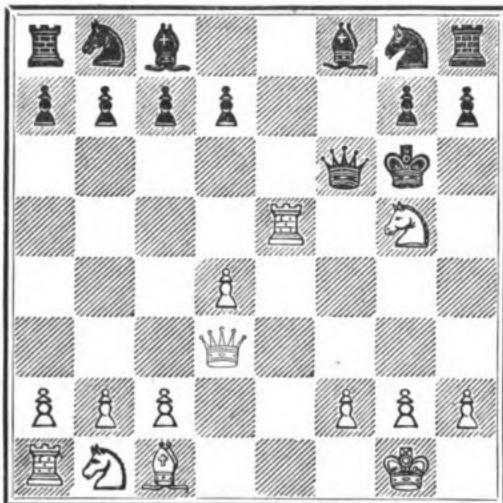
Repeat Moves to White's 10th inclusive.

(Position as Fig. 31.)

10.	$K-R_4$
11. $Kt-B_7$ dis. ch.	$K-Kt_5$
12. $P-R_3$ ch.†	$K-R_5$
13. $Q-KKt_3$ mate.	

* For 5. $K \times B$, see previous game.† If 6. $Q-KB_4$, 7. $R \times P$ ch. wins Q .‡ Greco gives this move as mate, but this is obviously a slip. Black having still one square available. White might, however, mate at move 12 by $Q-KKt_3$, or $-KR_3$.

Black.



White.

FIG. 31.

Position after
White's 10th
Move.

VARIATION B.

Repeat as before to White's 10th Move inclusive.

(Position as Fig. 31.)

White.

Black.

10.

*K—R4*11. *Kt—B7 dis. ch.**P—KKt4*12. *R × P ch., and wins.**

* If 12. *K—R5* (the only alternative to sacrificing *Q* for *R*), 13. *Q—Kt3* or *R3* mates. But, as Lewis points out, White has a still more direct road to victory by 11. *P—KKt4 ch.* If 11. *K—R5*, 12. *Q—KKt3* (or *Q—KR3*) mates. If 11. *K × P*, 12. *Q—R3* mates. If 11. *K—R3*, then 12. *Kt—B7* mates.

GAME XXIII.

IRREGULAR OPENING.

White.

Black.

- | | |
|-----------------------------|---------------|
| 1. $P-K_4$ | $P-K_4$ |
| 2. $Kt-KB_3$ | $Q-B_3$ |
| 3. $B-B_4$ | $Q-KKt_3$ |
| 4. Castles | $Q \times KP$ |
| 5. $B \times P \text{ ch.}$ | $K-K_2$ |
| 6. $R-K_1$ | $Q-KB_5$ |
| 7. $R \times P \text{ ch.}$ | $K-Q_1$ |
| 8. $R-K8 \text{ mate.}$ | |

VARIATION A.

Moves as before to White's 7th inclusive.

(Position as Fig. 32.)

- | | |
|------------------------------|--------------|
| 7. | $K-KB_3$ |
| 8. $P-Q_4$ | $Q-Kt_5$ |
| 9. $B-R_5$, capturing Q , | and winning. |

VARIATION B.

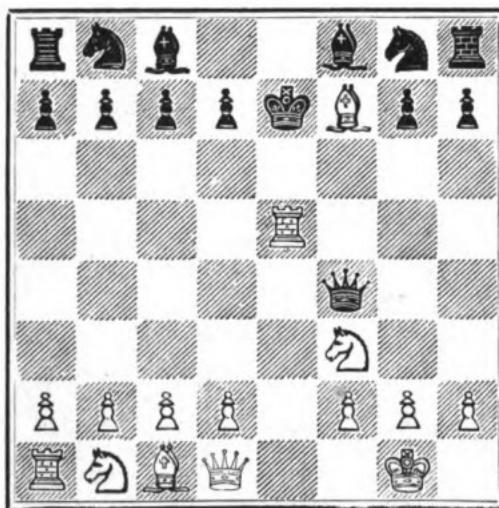
Moves as before to White's 7th inclusive.

(Position as Fig. 32.)

- | | |
|------------|---------|
| 7. | $K-Q_3$ |
|------------|---------|

F 2

Black.



White.

FIG. 32.

Position after
White's 7th
Move.

White.

8. R—Q5 ch.
9. Q—K1 ch.

Black.

- K—K₂*
K × B

* Lewis gives the following interesting sub-variations. If Black play 8. K to QB₃, White may play as follows :—
 9. Kt—K5 ch K—Kt₃
 10. P—Q4 Q—KB₃
 (or A) (or B)
 11. B—KKt₅ Must either take B, or
 play Q to KB₄, in either case, White plays Kt—QB₄ ch.,
 and wins Q.

A.

10. . . .
11. B—KKt₅
12. Kt—QB₃.

- Q—KR₅
Q—K₅

B.

10. . . .
11. Kt—QB₃

- Q—K₅
Q—KR₅

White.	Black.
10. P—Q4	Q—B3
11. Kt—Kt5 ch.	K—Kt3
12. Q—K8 ch.	K—R3
13. Kt—B7 double ch.*	K—Kt3
14. Kt × R mate.	

and White mates in three moves (by 12. $\frac{\text{Kt—R4 ch.}}{\text{K—R3}}$; 13. $\frac{\text{Q—Q3 ch.}}{\text{P—Kt4}}$; 14. Q × P mate).

* By a curious oversight, Greco gives this move as mate, and the error is adopted by the usually vigilant Lewis, both overlooking the fact that the move of the Kt, by covering Q, enables K to return to Kt3.

GAME XXIV.

DAMIANO GAMBIT.

White.	Black.
1. P—K4	P—K4
2. Kt—KB3	P—KB3*
3. Kt × P	P × Kt
4. Q—R5 ch.	K—K2†
5. Q × KP ch.	K—B2
6. B—B4 ch.	

(Position as Fig. 33.)

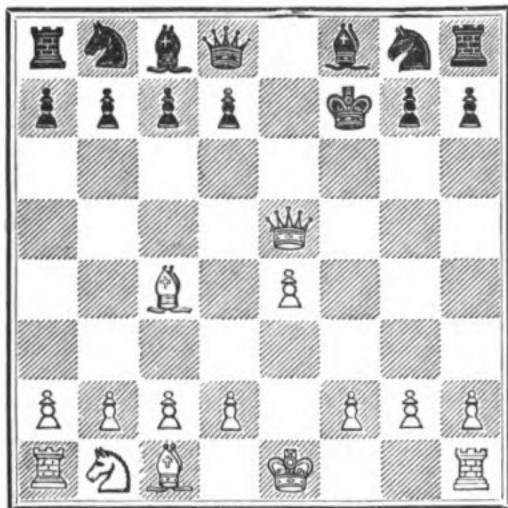
* The Damiano Gambit is of very early origin, being noticed in the work of Lucena (1497). It is included by Freeborough ('Chess Openings'), under "Irregular and Unusual Defences." As a second move for Black, P—KB3 is notoriously bad, though at a later stage it may be utilised with effect as a support to the KP. Mr. Reichhelm says, "It is part of Steinitz's system of play that when the adverse KB is off the board, or not in a position to play effectually to QB4, then the KP is best defended by P—KB3."

One of the least unfavourable forms which the Damiano Gambit can take for the second player is given by Freeborough as
 P—K4 Kt—KB3 Kt × P Kt—KB3,
 under :— 1. P—K4 ; 2. P—KB3 ; 3. Q—K2 ; 4. P—Q4 ;
 5. P—Q3 ; 6. P × P B—K2 Kt—Q4 ; 7. Q × P ch. ; 8. Kt—B3
 Kt × B Castles
 Q × Kt ; 10. B—Q3, White, though a Pawn minus, having the advantage. It will be observed that in this case the offer of the Kt is declined by Black. If he accepts the Gambit, by 3. . . . P × Kt, White responds as in the text, and Black has a lost game.

Lewis, in his treatise, 'The Game of Chess' (1844), discusses this Opening at some length, presumably as a warning to the beginner.

† If Black covers with P, 5. Q × KP ch. wins R.

Black.



White.

White.

- | | |
|---------------------------------|--------|
| 6. | K—Kt3 |
| 7. Q—B5 ch. | K—R3 |
| 8. P—Q4 dis. ch. | P—Kt4 |
| 9. P—KR4 | K—Kt2* |
| 10. Q—B7 ch. | K—R3 |
| 11. P × P double ch., and mate. | |

Black.

FIG. 33.

Position after
White's 6th
Move.

VARIATION A.

Repeat Moves as above to White's 6th inclusive.

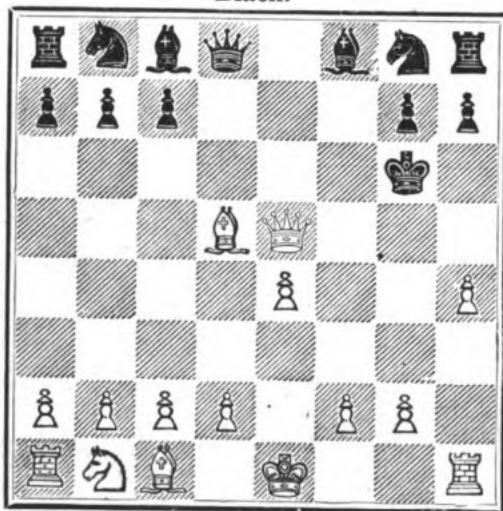
(Position as Fig. 33.)

- | | |
|--------------|-------|
| 6. | P—Q4 |
| 7. B × P ch. | K—Kt3 |
| 8. P—KR4 | |

(Position as Fig. 34.)

* To meet threat of 10. B × P ch., winning Q.

Black.



White.

- White.
 8.
 9. B × Kt P
 10. Q—KB5 mate.

- Black.
 P—KR₃
 B × B

FIG. 34.

Position after
 White's 8th
 Move.

VARIATION B.

Repeat Moves as above to White's 8th inclusive.

(Position as Fig. 34.)

- | | |
|-------------------------------|-------------------|
| 8. | P—KR ₄ |
| 9. B × KtP | B × B |
| 10. Q—B ₅ ch. | K—R ₃ |
| 11. P—Q ₄ dis. ch. | P—Kt ₄ |
| 12. B × P ch. | Q × B |
| 13. P × Q ch. | K—Kt ₂ |
| 14. Q—K ₅ ch. | K—B ₂ |
| 15. Q × R, and wins. | |

VARIATION C.

Repeat Moves as above to White's 8th inclusive.

(Position as Fig. 34.)

White.	Black.
8. . . .	Q—B ₃
9. Q—K ₈ ch.	K—R ₃
10. P—Q ₄ dis. ch.	P—KKt ₄
11. P × P double ch.	K—Kt ₂
12. P × Q ch.	Kt(or K) × P
13. Q—B ₇ mate.	

VARIATION D.

Repeat Moves as above to White's 8th inclusive.

(Position as Fig. 34.)

8. . . .	B—Q ₃
9. P—R ₅ ch.	K—R ₃
10. P—Q ₄ dis. ch.	P—KKt ₄
11. Q × R	P—B ₃
12. B × Kt	Q—K ₂
13. B × RP	Q × B
14. Q—B ₆ ch.	Q—Kt ₃
15. Q × Q mate.	

GAME XXV.

FRENCH DEFENCE.*

White.	Black.
1. P—K4	P—K ₃
2. P—Q4	Kt—KB ₃
3. B—Q ₃	Kt—B ₃
4. Kt—KB ₃	B—K ₂
5. P—KR4	Castles
6. P—K ₅	Kt—Q ₄
7. B × P ch.	K × B†
8. Kt—Kt ₅ ch.	
	(Position as Fig. 35.)
8. . . .	B × Kt‡

* The "French" is a very ancient form of defence, for it is mentioned by Lucena (1497), who counsels P—Q₄ as White's second move. The reply usually adopted by Black at the present day, 2. . . . P—Q₄, is found in Polerio (1575-1600) with P—K₅ for White's third move. Greco, it will be seen, in this game takes a different line of defence, playing 2. . . . Kt—KB₃. In the games next following, however, he adopts the more familiar line above mentioned.

† "Should Black refuse to take B, you must still play KKt to his KKt fourth square, in order to play afterwards Q to adverse KR fourth square," &c. (LEWIS.)

‡ "If, instead of taking the Kt, he play the K to his R or Kt sq., you must play the Q to adverse KR fourth square; if he play the K to his R third square, he will lose the Q." (LEWIS.) For the effect of 7. . . . K to Kt₃, see Variations B and C.

Black.

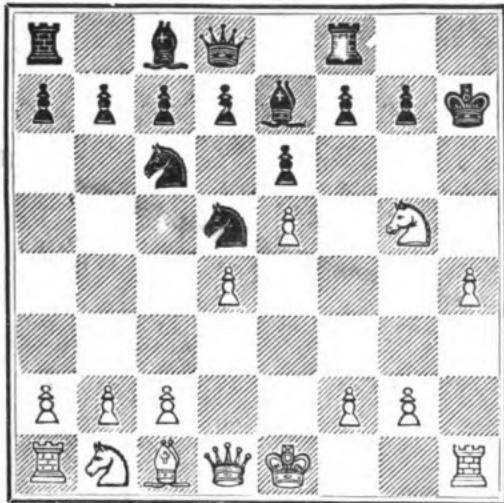


FIG. 35.

Position after
White's 8th
Move.

White.

- White.
 9. $P \times B$ ch.
 10. $Q-R_5$
 11. $P-Kt_6$
 12. $Q-R_8$ mate.*

- Black.
 $K-Kt_1$
 $P-B_4$
 $R-K_1$

VARIATION A.

Repeat Moves to White's 8th inclusive.
(Position as Fig. 35.)

-
- | | |
|---------------------|---------------|
| 8. . . . | $B \times Kt$ |
| 9. $P \times B$ ch. | $K-Kt_3$ |
-

* This game has a special interest, because there appears to be a very general impression among chess players that White's attack on KRP in the French Defence (of which this game is a brilliant example) is a novelty of quite modern invention. See Gunsberg's remarks in his 'Chess Openings,' p. 2.

A game upon somewhat similar lines to the one in the text will be found in Lasker's 'Common Sense in Chess,' p. 13.

White.	Black.
10. Q—R ₅ ch.	K—B ₄
11. Q—R ₇ ch.*	P—KKt ₃
12. Q—R ₃ ch.	K—K ₅
13. Q—Q ₃ mate.	

VARIATION B.

Repeat Moves as before to White's 8th inclusive.

(Position as Fig. 35.)

8.	K—Kt ₃
9. P—R ₅ ch.	K—B ₄
10. P—KKt ₄ mate.	

VARIATION C.

Repeat Moves as before to White's 8th inclusive.

(Position as Fig. 35.)

8.	<i>K—Kt₃</i>
9. <i>P—R₅ ch.</i>	K—R ₃
10. Kt × BP dbl. ch.	K—R ₂
11. Kt × Q, and wins.	

* Or 11. P—KB₃, followed by 12. P—KKt₄.

GAME XXXVI.*

FRENCH DEFENCE.

White.	Black.
1. $P-K_4$	$P-K_3$
2. $P-Q_4$	$P-Q_4$
3. $P-K_5$	$P-QB_4\ddagger$
4. $P-QB_3$	$P \times P$
5. $P \times P$	$B-Kt_5$ ch.
6. $Kt-QB_3$	$B \times Kt$ ch.
7. $P \times B$	$Kt-QB_3$
8. $B-Q_3$	$KKt-K_2$
9. $P-KB_4\ddagger$	$Kt-B_4$
10. $Kt-B_3\$$	Castles
11. $P-Kt_4$	$Kt-R_5$
12. Castles	$Kt \times Kt$ ch.
13. $Q \times Kt$	$B-Q_2$
14. $Q-R_3$	

(Position as Fig. 36.)

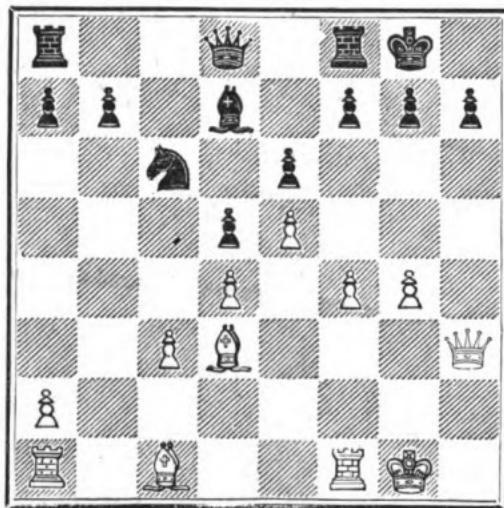
* This and the following game do not appear in any of the earlier editions of Greco, but are included in the MS. of 1623, and were restored by Von der Lasa to their position as a part of Greco's work.

† It is curious to note that the accepted reply to 3. $P-K_5$ (3. $P-QB_4$) was a recognised mode of play nearly three centuries ago.

‡ Again history repeats itself. It has been laid down as a principle of Steinitz, quoted with approval by Lasker in discussing this same opening ('Common Sense in Chess,' p. 56): "Whenever you advance your Pawn to K_5 , back it up by $P-KB_4$ as soon as possible."

§ White might here play with advantage $B \times Kt$, breaking up Black's Pawns.

Black.



White.

- White.
- 14. . . .
 - 15. P—B₅
 - 16. P × P
 - 17. R × P
 - 18. B × B, and wins.

FIG. 36.

Position after
White's 14th
Move.

- Black.
- P—KK_t₃
 - KP × P
 - P × P
 - B × R

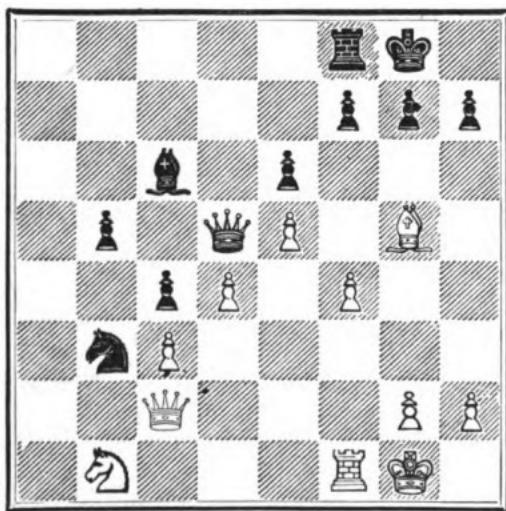
G A M E X X V I I .

FRENCH DEFENCE.

White.	Black.
1. $P-K_4$	$P-K_3$
2. $P-Q_4$	$P-Q_4$
3. $P-K_5$	$P-QB_4$
4. $P-QB_3$	$Kt-QB_3$
5. $Kt-KB_3$	$B-Q_2$
6. $B-K_3$	$P-B_5$
7. $P-QKt_3$	$P-QKt_4$
8. $P-QR_4$	$P-QR_3$
9. $RP \times P$	$RP \times P$
10. $R \times R$	$Q \times R$
11. $P \times P$	$QP \times P$
12. $B-K_2$	$KKt-K_2$
13. Castles	$Kt-Q_4$
14. $B-Q_2$	$B-K_2$
15. $Kt-Kt_5$	$B \times Kt$
16. $B \times B$	Castles
17. $B-B_3$	$Kt-R_4$
18. $B \times Kt$	$Q \times B$
19. $P-B_4$	$B-B_3$
20. $Q-Q_2$	$Kt-Kt_6$
21. $Q-QB_2$	

(Position as Fig. 37.)

Black.



White.

FIG. 37.

Position after
White's 21st
Move.

White.

- 21. . . .
- 22. P × Kt
- 23. K—R1
- 24. Q—B3
- 25. Kt—Q2
- 26. R—QB1
- 27. Kt—Kt3
- 28. Q × Q
- 29. R × R
- 30. R—B3
- 31. R—Kt3
- 32. R × Q
- 33. B—K7

Black.

- Kt × P*
- Q × P ch.
- B—K5
- Q—B4
- B—Q6
- R—QB1
- P × Kt
- R × Q
- P—R3
- P—Kt7
- P—Kt8 (queens) ch.
- B × R
- K—R2

* An ingenious sacrifice, fully justified by the position which Black thereby obtains.

White.	Black.
34. P—Kt4	B—K5 ch.
35. K—Kt1	B—B6
36. P—R3	P—R4
37. P—Kt5	K—Kt3
38. K—B2	B—Q4
39. K—K3	P—R5
40. K—B2	K—B4
41. K—K3	B—Kt7
42. B—B8	P—Kt3
43. B—Kt4	B × P
44. B—K1	K—Kt5
45. B—Q2	B—Kt7
46. K—B2	P—R6
47. B—B1	B—Q4
48. K—Kt1	K—Kt6
49. B—K3	P—R7 ch.
50. K—B1	P—R8 (queens), ch. and wins.*

* It will be observed that this game is by no means in Greco's usual style. It has not the directness and vigour of attack which are the leading features of his play, nor is it, like most of his examples, finished in the middle game, but is worked out to a pawn ending which is practically a foregone conclusion after the exchange of queens. It may well be that these were the reasons which decided him not to include it in the later versions of his collection.

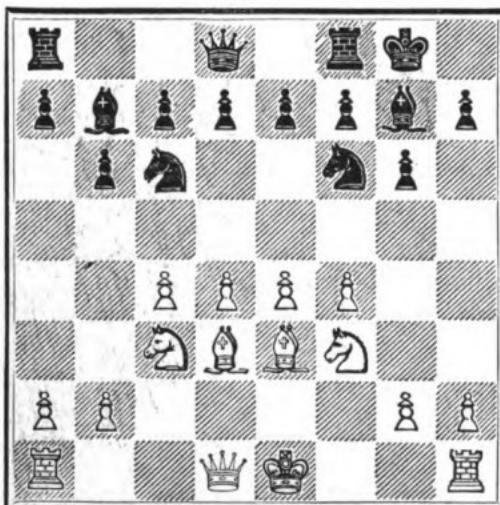
GAME XXVIII.

FIANCHETTO DEFENCE.

White.	Black.
1. P—K4	P—QKt3
2. P—Q4	B—Kt2
3. B—Q3	Kt—QB3
4. B—K3	P—Kt3
5. P—KB4	B—Kt2
6. Kt—KB3	Kt—B3
7. P—QB4	Castles

(Position as Fig. 38.)

Black.



White.

FIG. 38.

Position after
White's 8th
Move.

White.

Black.

8. Kt—QB3. White afterwards castling on Q side, and advancing the pawns on K side should win, having by much the better development.*

* Mason ('Chess Openings,' p. 90) puts the special defect of the Fianchetto Defence in a very pithy manner. "The Fianchetto, whether King's or Queen's, gives away too much ground at the outset." The central space, thus left unoccupied by Black, is promptly seized upon by White, and the more rapid development he thus obtains should go a long way to secure for him the game.

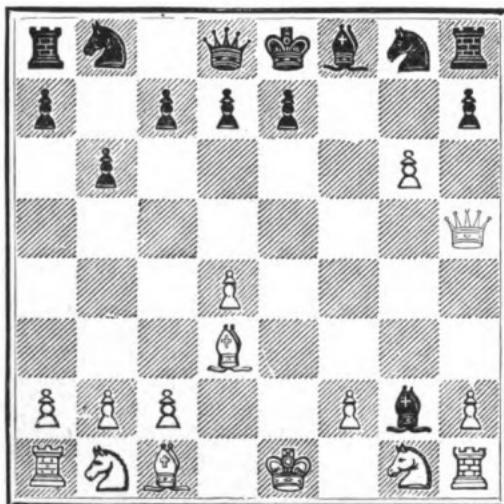
GAME XXIX.

FIANCHETTO DEFENCE.

White.	Black.
1. $P-K4$	$P-QKt3$
2. $P-Q4$	$B-Kt2$
3. $B-Q3$	$P-KB4$
4. $P \times P$	$B \times P$
5. $Q-R5$ ch.	$P-Kt3$
6. $P \times P$	

(Position as Fig. 39.)

Black.



White.

- | | |
|--------------------------|---------------|
| 6. | $Kt-KB3^*$ |
| 7. $P \times P$ dis. ch. | $Kt \times Q$ |
| 8. $B-Kt6$ mate. | |

FIG. 39.

Position after
White's 6th
Move.

* Better, $B-Kt2$.

GAME XXX.*

FIANCHETTO DEFENCE.

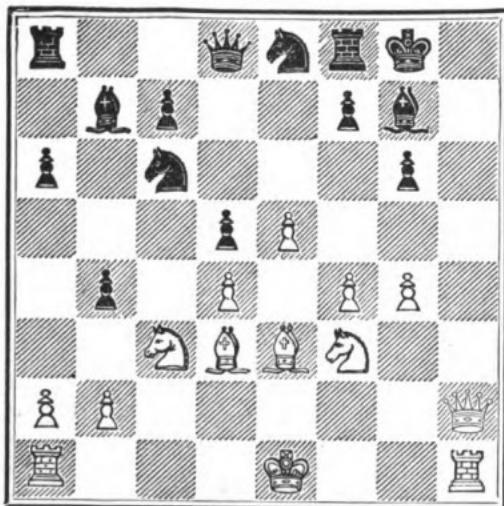
White.	Black.
1. $P-K_4$	$P-QKt_3$
2. $P-Q_4$	$B-Kt_2$
3. $B-Q_3$	$P-Kt_3$
4. $P-KB_4$	$B-Kt_2\ddagger$
5. $B-K_3$	$Kt-QB_3$
6. $Kt-KB_3$	$Kt-B_3$
7. $P-QB_4$	Castles
8. $Kt-B_3$	$P-K_3$
9. $P-K_5$	$Kt-K_1$
10. $P-KKt_4$	$P-Q_4$
11. $P \times P$	$P \times P$
12. $P-KR_4$	$P-QR_3$
13. $P-R_5$	$P-QKt_4$
14. $P \times P$	$RP \times P$
15. $Q-K_2$	$P-QKt_5$
16. $Q-R_2$	

(Position as Fig. 40.)

* This game is not found in the early printed editions, but is one of the games recovered by Von der Lasa from the MS. of 1623.

† 4. . . . $P-K_4$ might here be played. (VON DER LASA.)

Black.



White.

FIG. 40.

Position after
White's 16th
Move.

White.

16. . . .
17. Q—R₇ mate.

Black.

P × Kt*

* If 16. . . . P—KB₃, then 17. P—K₆.

G A M E X X X I.*

SICILIAN DEFENCE.

White.	Black.
1. P—K4	P—QB4
2. P—QKt4†	P × P

* This and the next three games are among those extracted by Von der Laa from the MS. of 1623, and do not appear in the earlier printed editions. They are the more interesting, as being the only examples given by Greco of what is now known as the Sicilian Defence. This was in his day a comparative novelty, the first mention of it being found in the MS. of Polerio (1575-1600.) It will be observed that Greco's method of prosecuting the attack (by 2. P—QKt4) is quite different from that at present adopted. Freeborough gives as the opening moves:—1. P—K4; 2. Kt—QB3; 3. Kt—B3; 4. P—Q4; 5. Kt × P; 6. Kt—B3. The more modern play, however, is to graft on the Sicilian a King's Fianchetto, thus:—1. P—K4; 2. Kt—QB3; 3. Kt—B3; 4. P—Q4; 5. P—QB4; 6. P—KKt3; 7. B—K2; 8. Q—Q2; 9. Kt × P; 10. Kt—B3; 11. B—Kt2; 12. P—Q3; 13. P—KR3; 14. Castles; 15. Castles.

† This method of continuing the attack appears to be peculiar to Greco, for it is not noticed in any of the text-books.

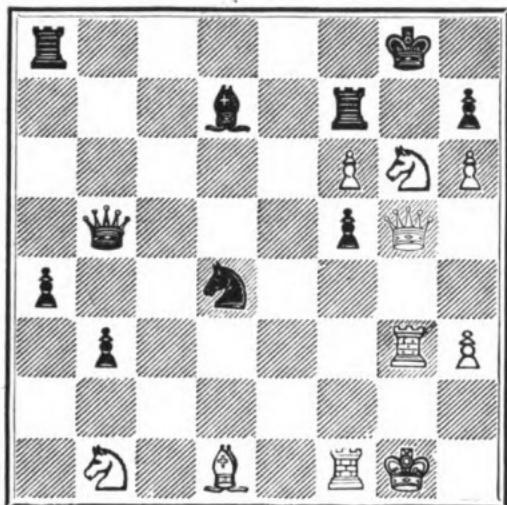
The Sicilian is at present discredited, but it is worth notice that so eminent authority as Jaenisch declared it to be "the

White.	Black.
3. P—Q ₄	P—K ₃
4. P—QR ₃	P × P
5. P—QB ₄	B—Kt ₅ ch.
6. B—Q ₂	B × B ch.
7. Q × B	P—Q ₄
8. P—K ₅	P × P
9. B × P	Kt—QB ₃
10. Kt—K ₂	KKt—K ₂
11. R × P	Castles
12. Castles	Kt—KB ₄
13. R—Q ₃	P—QR ₃
14. P—B ₄	P—QKt ₄
15. B—Kt ₃	P—QR ₄
16. P—Kt ₄	Kt—R ₃
17. P—R ₃	P—R ₅
18. B—B ₂	P—Kt ₅
19. P—B ₅	P × P
20. P—Kt ₅	P—Kt ₆
21. B—Q ₁	Q—R ₄
22. Q—B ₄	Q—Kt ₄
23. R—KKt ₃	B—Q ₂
24. P × Kt	P—Kt ₃
25. Q—Kt ₅	P—B ₃
26. P × P	R—B ₂
27. Kt—B ₄	Kt × P
28. Kt × P	

(Position as Fig. 41.)

best possible move to play against 1. P—K₄." He originally declared Kt—KB₃ to be the best second move for White, but afterwards altered his opinion in favour of 2. P—Q₄. Walker, commenting on the above dictum, recommends in preference 2. P—QB₄, which, however, Jaenisch declares "leaves QP isolated and in the rear." Modern authority is in favour of 2. Kt—QB₃, some, however, preferring 2. Kt—KB₃.

Black.



White.

White.

28. . . .
 29. Kt—K₇ dbl. ch.
 30. Q—Kt₇ ch.
 31. BP × Kt ch.
 32. P × R mate.

Black.

- Kt—K₃
 K—R₁
 Kt × Q
 R × P

FIG. 41.

Position after
White's 28th
Move.

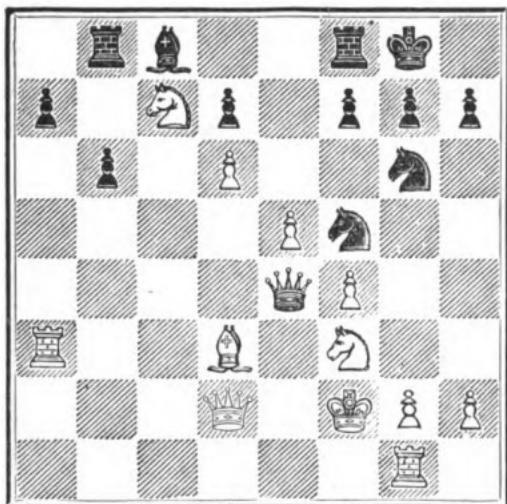
GAME XXXII.

SICILIAN DEFENCE.

White.	Black.
1. $P-K_4$	$P-QB_4$
2. $P-QKt_4$	$P \times P$
3. $P-Q_4$	$P-K_3$
4. $P-QR_3$	$P \times P$
5. $B \times P$	$B \times B$
6. $R \times B$	$Kt-QB_3$
7. $P-QB_4$	$Kt-KB_3$
8. $P-K_5$	$Kt-Kt_1$
9. $P-KB_4$	$Kt-R_3$
10. $Kt-KB_3$	Castles
11. $P-Q_5$	$P \times P$
12. $P \times P$	$Kt-K_2$
13. $P-Q_6$	$Kt-Kt_3$
14. $Q-Q_2$	$Q-Kt_3$
15. $Kt-B_3$	$Kt-B_4$
16. $Kt-Q_5$	$Q-QKt_8$ ch.
17. $K-B_2$	$P-QKt_3$
18. $R-Kt_1$	$Q-K_5$
19. $Kt-B_7$	$R-Kt_1$
20. $B-Q_3$, winning a piece.	

(Position as Fig. 42.)

Black.



White.

FIG. 42.

Position after
White's 20th
Move.

GAME XXXIII.

SICILIAN DEFENCE.

White.	Black.
1. $P-K_4$	$P-QB_4$
2. $P-KB_4^*$	$Kt-QB_3$
3. $Kt-KB_3$	$P-Q_3\ddagger$
4. $B-B_4$	$Kt-R_3$
5. Castles	$B-Kt_5$
6. $P-B_3$	$P-K_3$
7. $P-KR_3$	$B \times Kt$
8. $Q \times B$	$Q-Q_2$
9. $P-Q_3$	Castles
10. $P-B_5$	$Kt-K_4$
11. $Q-K_2$	$Kt \times B$
12. $B \times Kt$	$Kt-R_4$
13. $P-QKt_4$	$Kt-B_3$
14. $B-Q_2$	$KP \times P$
15. $KP \times P$	$P-B_3$
16. $P-Kt_5$	$Kt-K_2$
17. $Q-K_6$	$Q \times Q$
18. $P \times Q$	$Kt-Kt_3$
19. $P-Q_4$	$P-Q_4$
20. $B-K_3$	$P-QB_5$
21. $B-B_1$	$R-K_1$

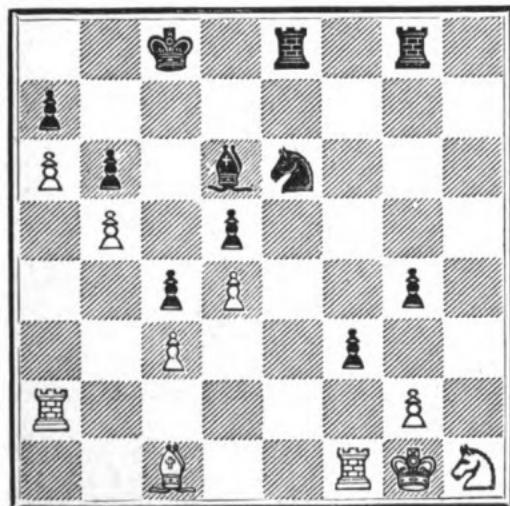
* This move was accepted in Philidor's time as the best. It is not a bad move for White, but at the present day (1859) 2. $P-Q_4$ or 2. $Kt-KB_3$ is played in preference. (VON DER LASA.)

† Greco here adopts an unfavourable line of play for Black, but does not permit his opponent to take the advantage of it. 3. . . . $P-K_3$, followed by $P-Q_4$ was the proper play. (VON DER LASA.)

White.	Black.
22. R—K1	B—Q3
23. P—QR4	Kt—B1
24. Kt—Q2	Kt × P
25. Kt—B3	P—KKt4
26. Kt—R2	P—KR4
27. P—R5	KR—Kt1
28. P—R6	P—Kt3
29. Kt—B1	P—B4
30. Kt—K3	Kt—B2
31. R—B1	P—B5
32. Kt—Q1	Kt—K3
33. R—R2	P—Kt5
34. Kt—B2	P—B6
35. RP × P	RP × P

36. Kt—R1, and Black has a winning game.
 (Position as Fig. 43.)

Black.



White.

FIG. 43.

Position after
White's 36th
Move

GAME XXXIV.

SICILIAN DEFENCE.

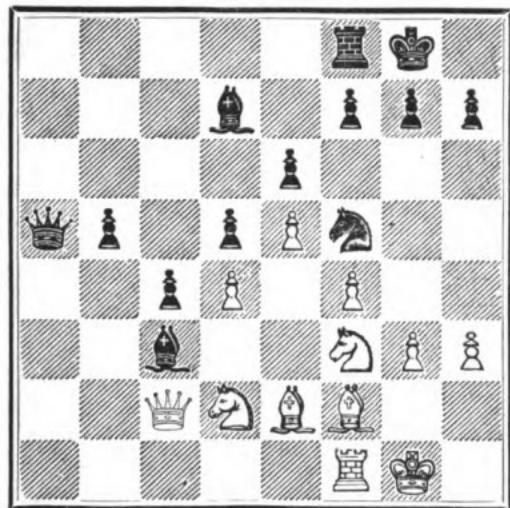
White.	Black.
1. $P-K_4$	$P-QB_4$
2. $P-KB_4$	$P-K_3$
3. $Kt-KB_3$	$Kt-QB_3$
4. $P-B_3$	$P\leftarrow Q_4$
5. $P-K_5$	$B-K_2$
6. $P-Q_4$	$P-B_5^*$
7. $B-K_2$	$B-R_5$ ch.
8. $P-KKt_3$	$B-K_2$
9. $B-K_3$	$B-Q_2$
10. $QKt-Q_2$	$Kt-R_3$
11. $P-Kt_3$	$P-QKt_4$
12. $P-QR_4$	$P-QR_3$
13. $RP \times P$	$RP \times P$
14. $P-QKt_4$	Castles
15. Castles	$Kt-B_4$
16. $B-B_2$	$R \times R$
17. $Q \times R$	$Kt \times QKtP$
18. $P \times Kt$	$B \times P$
19. $Q-Kt_1$	$Q-R_4$
20. $Q-B_2$	$B-B_6$
21. $P-R_3\ddagger$	

(Position as Fig. 44.)

* This advance of the P to B_5 is an inferior move.
6. . . . $Q-Kt_3$ is best. (VON DER LASA.)

† White's pieces are somewhat too cramped in position for effective use, but it is an open question whether he has not, notwithstanding, the best of the game. (VON DER LASA.)

Black.



White.

FIG. 44.

Position after
White's 21st
Move.

GAME XXXV.

P—KB4 OPENING.*

White.	Black.
1. P—KB4	P—K4
2. P × P	Q—R5 ch.

* This Opening (1. P—KB4) is at the present day generally known as "Bird's" Opening, from the frequency with which it has been played (and very often successfully, as at Nuremberg in 1882) by that distinguished master. It is clear, however, apart from the game in the text, that it was a recognised Opening before Mr. Bird's time, for it is represented by seven games in Walker's Collection, and Lewis, in his 'Treatise on the Game of Chess' (1844), gives an example of it, running as follows:—

- I. $\frac{P-KB4}{P-Q4}$; 2. $\frac{Kt-KB3}{B-KKt5}$; 3. $\frac{Kt-K5}{B-B4}$; 4. $\frac{P-KKt4}{P-K3}$.
 (If 5. $P \times B$, then $Q-R4$ mates. If 5. $P-KR4$, then $B-K5$, followed by $KB-K2$.) 5. $\frac{P-KKt5}{P-KB3}$; 6. $\frac{P \times P}{Q \times P}$;
7. $\frac{Kt-KB3}{B-KKt5}$, with the best of the game.
 If 6. $Kt-KB3$, then $P \times P$; 7. $\frac{Kt \times P}{B-K2}$; 8. $\frac{P-KR4}{P-KR3}$;
 9. $\frac{Kt-KB3}{B-K5}$; or, 8. $\frac{P-Q3}{P-KR3}$; 9. $\frac{Kt-KB3}{B-KR5}$ ch.; 10. $\frac{Kt \times B}{Q \times Kt}$ ch.;
 II. $\frac{K-Q2}{Q \times BP}$ ch., Black having in either case the best of the game.

The following short game, quoted from Mr. Bird's 'Chess Novelties' (1895), is a good example of the form of the attack which is favoured by him:—

- I. $\frac{P-KB4}{P-Q4}$; 2. $\frac{P-K3}{P-QB4}$; 3. $\frac{Kt-KB3}{P-K3}$; 4. $\frac{P-QKt3}{Kt-QB3}$;

White.	Black.
3. P—KKt3	Q—K5
4. Kt—KB3	Kt—QB3
5. Kt—QB3	Q—KB4
6. P—K4	Q—K3
7. P—Q4	Q—K2
8. B—KKt5	Q—QKt5
9. P—QR3	Q × KtP
10. Kt—QR4, winning Q, and the game.*	

5. $\frac{B-Kt2}{Kt-B3}$; 6. $\frac{B-Q3}{B-K2}$; 7. $\frac{P-QR3}{\text{Castles}}$; 8. $\frac{\text{Castles}}{P-QKt3}$:
 9. $\frac{Q-K1}{B-Kt2}$; 10. $\frac{Q-KR4}{P-KKt3}$; 11. $\frac{Kt-K15}{P-KR4}$; 12. $\frac{P-KKt4}{Kt \times P}$:
 13. $\frac{Q \times P}{P \times Q}$; 14. B—R7 mate.

A frequent way of meeting 1. P—KB4 is by means of the "From" Gambit, or rather, Counter Gambit, which runs as follows:—1. $P \times P$; 2. $P \times P$; 3. $Kt—KB3$.
 follows:—1. $P—K4$; 2. $P—Q3$; 3. $B \times P$; 4.

At the present day however, the most approved defence is by means of the King's Fianchette, P—KKt3 being played as Black's second move, following 1. P—Q4. The following example is from Mr. Bird's own work already quoted (p. 126):—1. $P—KB4$; 2. $P—K3$; 3. $Kt—KB3$; 4. $P—Q4$; 5. $P—Kt3$; 6. $B—Kt2$; 7. $P—Q4$; 8. $P—QB3$; 9. $B—Q3$; 10. $B—QB2$; 11. $P—K3$; 12. $Kt—KR3$; 13. $P—K4$; 14. $Castles$; 15. $P—Q4$; 16. $P—QKt3$; 17. $Q—K1$; 18. $P—K4$; 19. $Kt—QB3$; 20. $P—QKt3$; 21. $B—QK3$.

* The chief value of this game (like that of Games XXI., XXII., and XXIII.), is as an object lesson to the young player of the unwisdom of bringing out his Q too early. Apart from the final catastrophe, which might of course have been avoided, White has obtained a strong centre, and rapid development of forces, while all but two of Black's pieces are still at home, useless.

GAME XXXVI.

BISHOP'S OPENING. CLASSICAL DEFENCE.

White.	Black.
1. P—K4	P—K4
2. B—B4	B—B4
3. Q—KR5*	Q—K2
4. Kt—QB3	P—QB3†
5. Kt—KB3	Kt—KB3‡
6. Q × KP	B × P ch.
(Position as Fig. 45.)	
7. K × B	Kt—Kt5 ch.
8. K—Br	Kt × Q, and wins.

VARIATION A.

Moves as before to Black's 6th inclusive.

(Position as Fig. 45.)

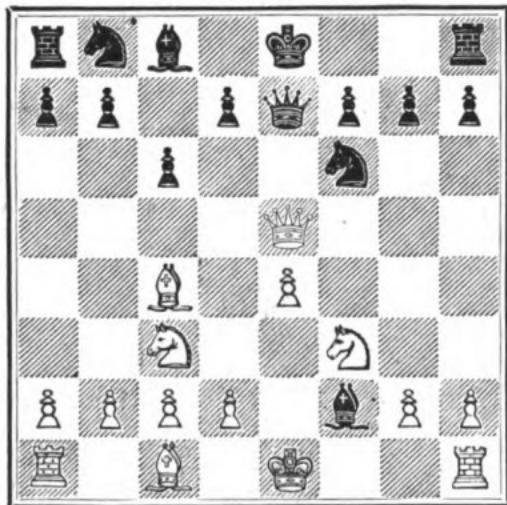
7. K—Br	Q × Q
8. Kt × Q	B—Q4

* This is a weak continuation, and contrary to all principle. The game is throughout very feebly played by White, his attack being premature.

† Apparently to prevent the advance of White's Kt to his Q5. 4. . . . Kt—KB3 would be preferable, as it answers the same purpose, and at the same time develops a piece.

‡ "Here QP one square is a better move." (LEWIS.)

Black.



White.

Black.

9. Kt × KBP
10. Kt × R

- P—Q4
P × B

Followed by K—Br, &c., capturing Kt, with a winning game.*

* Black's victory is taken for granted by Greco, but White would seem to have by no means a hopeless game. He must lose the Kkt, but by playing it to Kt6 he doubles Black's KtP. In point of material he has R and P against Kt and B, with the better pawn position.

This Variation is carried a few moves further by Dufresne, as follows:—

- | | |
|-----------------------|--------------------|
| 11. Kt—K ₂ | P—B ₄ |
| 12. Kt × B | P × Kt |
| 13. P—Q ₃ | B—K ₃ |
| 14. B—B ₄ | K—B ₁ |
| 15. B—K ₅ | Kt—QB ₃ |
| 16. B—Kt ₃ | K × Kt |

H 2

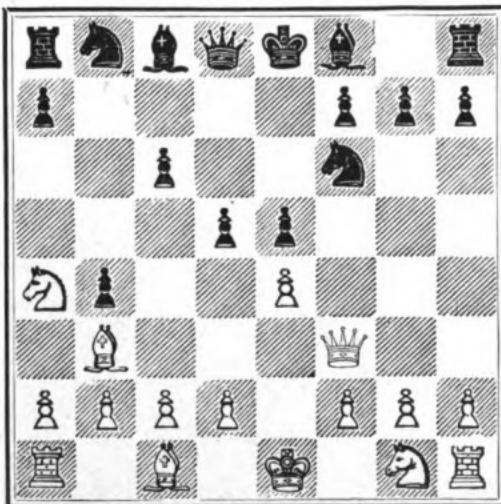
GAME XXXVII.

BISHOP'S OPENING. BERLIN DEFENCE.

White.	Black.
1. P—K4	P—K4
2. B—B4	Kt—KB3
3. Kt—QB3	P—QB3
4. Q—B3	P—QKt4
5. B—Kt3	P—Kt5
6. Kt—R4	P—Q4

(Position as Fig. 46.)

Black.



White.

FIG. 46.

Position after
Black's 6th
Move.

White.	Black.
7. P—Q ₃	P—KR ₃
8. Kt—K ₂	P—Q ₅
9. Kt—Kt ₃	B—KKt ₅ , captures Q, and wins.*

VARIATION.

Moves as before to Black's 6th inclusive.

(Position as Fig. 46.)

7. P × P	P × P
8. Kt—K ₂	Q—R ₄
9. Kt—Kt ₃	B—KKt ₅
10. Q—K ₃	P—Q ₅
11. Q—Q ₃	B—Q ₂ , will capture QKt, and win.

* This game is but a poor specimen. Black's second move, Kt—KB₃, constituting the Berlin Defence, is generally regarded as the best reply to White's 2. B—B₄, but White's third move, 3. Kt to QB₃, is weak, P—Q₃ or Q₄, or Kt—KB₃, being preferable. Where 3. Kt—QB₃ is played, a frequent continuation is 3. Kt × Kt; 4. P—Q₄; 5. B × P; 6. Kt—QB₃, when neither side has any tangible advantage.

Or Black may play 3. B—B₄, in which case the Opening is transposed into a Giuoco Piano.

The advance of Black's QP in the text, while all but one of his pieces remain unmoved, is quite contrary to principle, and with proper play on the part of White should sooner or later lead to a lost game.

GAME XXXVIII.

BISHOP'S OPENING. BERLIN DEFENCE.

White.	Black.
1. $P-K4$	$P-K4$
2. $B-B4$	$Kt-KB3^*$
3. $P-KB4$	$Kt \times P\ddagger$
4. $Kt-KB3$	$P \times P$
5. Castles‡	$B-B4$ ch.
6. $P-Q4$	$B-Kt3\$$

* It is curious to note how, in chess, as in other matters, fashions change and "doctors disagree." Black's second move, 2. . . . $Kt-KB3$, as an answer to 2. $B-B4$, is found in the treatise of Lopez (1561), but at a later date it had lost all credit. Lewis says, *à propos* of the game in the text :—"It is much better to play KB to QB fourth square." Walker ('Art of Chess Play'), says of 2. . . . $Kt-KB3$: "This move is safe and is considered to be the best by Jaenisch, as well as Von der Lasa. For me, I think little of it, comparatively speaking, and prefer KB—QB4." Boden regards the two moves as almost equal. At the present day, under the name of the Berlin Defence, 2. . . . $Kt-KB3$ is the accepted rejoinder. Mason calls it "Perhaps the best at Black's command." Gunsberg asserts without qualification, "This is best"; and Freeborough ('Chess Openings'), of six pages assigned to the King's Bishop's Opening, devotes the first two to the Berlin Defence.

† This capture is somewhat hazardous; 3. . . . $P-Q4$ would have been safer.

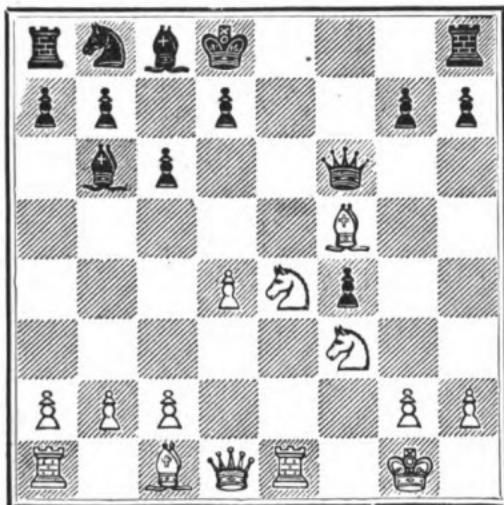
‡ White might here have played $P-Q3$. The best reply to 5. Castles, is 5. . . . $P-Q4$. (VON DER LASA.)

§ Better, $B-K2$.

White.	Black.
7. R—K ₁	P—KB4*
8. Kt—QB ₃	Q—K ₂
9. B—Q ₅	P—QB ₃ †
10. B × Kt	Q—B ₃
11. B × P (B ₅) dis. ch.	K—Q ₁
12. Kt—K4‡	

(Position as Fig. 47.)

Black.



White.

FIG. 47.

Position after
White's 12th
Move.

* Better 7. P—Q₄; 8. B × P; 9. Kt—QB₃; 10. R × Kt ch., &c.

† "About the worst move on the board." (DUFRESNE.)

‡ Lewis remarks on this move, "This is not a good move, as Black can take the KB;" and on Black's twelfth, "Black ought unquestionably to take the KB." Dufresne professes himself unable to discover any valid reason why he should not do so, and the reader will probably be of the same way of thinking.

White.	Black.
12. . . .	Q—KR ₃
13. P—KKt ₃	Kt—R ₃
14. Kt—Q ₆	Q × Kt
15. Kt—K ₅	Q—KB ₃
16. Q—R ₅	P—Kt ₃
17. B × KtP	P × B
18. Q × R ch.	Q × Q
19. Kt—B ₇ ch.	K—B ₂
20. B × P ch.	P—Q ₃
21. B × P ch.	K—Q ₂
22. R—K ₇ mate.	

GAME XXXIX.

LOPEZ GAMBIT.

White.

1. P—K4
2. B—B4
3. Q—K2
4. P—QB3
5. P—KB4*

Black.

- P—K4
- B—B4
- P—Q3
- Kt—QB3

* This move, following 2. B—B4 and 3. Q—Q2, constitutes the Lopez Gambit, so named because it first appears in Ruy Lopez' 'Treatise' (1561). "If badly opposed, it leads to the first player's acquiring a splendid position for attack; but if answered correctly, the result is an even game. Black should never take the gambit pawn in this Opening." (WALKER, 'Art of Chess-Play'.)

The Lopez Gambit has of late years dropped out of use, and is comparatively disregarded by modern commentators, Mason in his 'Chess Openings' only giving it half-a-dozen lines, and Gunsberg ignoring it altogether. It may be useful, therefore, to quote the following passage on the subject from Boden's "Popular Introduction" (p. 100):—"This *début* takes its name from the Spanish author who invented it.

The opening moves are these: 1. KP2 KB—B4 ; 2. KP2 KB—B4 ;

3. Q—K2. If he now play 3. QPI or 3. Q—K2, you set up the Lopez Gambit by 4. KKP2, and he should not

play P × P, but move out KKt—B3, and the result will be

White.	Black.
5. . . .	$P \times P^*$
6. $Kt-KB_3$	$P-KKt_4\ddagger$
7. $P-KR_4$	$P-KKt_5$
8. $Kt-Kt_5$	$Kt-R_3$
9. $P-Q_4$	$B-Kt_3$

an even game. Here is a model :—1. KP_2 ; 2. $\frac{KB-B_4}{KP_2}$; 3. $\frac{Q-K_2}{QKt-B_3}$; 4. $\frac{QB_1}{Q_1}$; 5. $\frac{KBP_2}{KKt-B_3}$; 6. $\frac{KKt-B_3}{Q-K_2}$; and the game is equal. On this model we must mention that if in reply to 3. $Q-K_2$ he play 3. QBP_1 , you will 4. $\frac{B \times BP \text{ ch.}}{K \times B}$; 5. $Q-QB_4 \text{ ch.}$, and win back B, but you must not adopt this plan if he play 3. $KKt-B_3$ or 3. $QKt-B_3$. In reply to 3. $Q-K_2$ his very best move is 3. $QKt-B_3$, and in answer you may play also 4. $KKt-B_3$.

"The Lopez Gambit is a very good Opening, either at odds or even. After playing your KBP_2 , you must beware of moving KRP_1 , lest his KKt should move from KB_3 to KR_4 , threatening to advance to KKt_6 . There are also some other points to be noticed in this *début*. It is not advisable for the second player, on the advance of your KBP , to cut off your KKt with his KB ; it is also very bad play for him to take, and attempt to support, the Gambit Pawn."

For a more exhaustive examination of the Lopez Gambit, see 'Jaenisch's Chess Preceptor,' pp. 74-76. See also Freeborough's 'Chess Openings, Ancient and Modern' (3rd Ed.), p. 151, cols. 18, 19, 20.

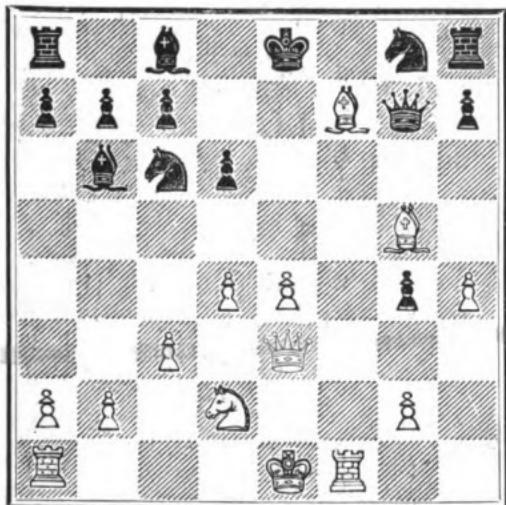
* "It would be better to take the KKt ." (LEWIS.) See, however, Boden's advice in preceding note. $P \times P$ is clearly bad.

† "This is not a good move. The P cannot be defended with safety; he ought to play QKt to K_4 ." (LEWIS.)

White.	Black.
10. QB × P	Q—K ₂
11. KR—B ₁	P—B ₃
12. Kt—Q ₂ *	P × Kt
13. B × P	Q—Kt ₂
14. Q—K ₃ †	KKt—Kt ₁
15. B—B ₇ ch.	

(Position as Fig. 48.)

Black.



White.

FIG. 48.

Position after
White's 15th
Move.

* White's position is so strong that he can well afford to sacrifice the KKt, as the sequel will show.

† White could at this point win the exchange by B—B6, but it is characteristic of Greco never to be turned aside from his main design by the prospect of some smaller gain.

Equally good is :—14. $\frac{B-KB6}{Q-B1}$; 15. $\frac{Q-K3}{R-Kt1}$;
16. B—KKt₅, &c. (VON DER LASA.)

White.	Black.
16.	$K-Q_2$
16. $Q-B_4$	$KKt-K_{2*}$
17. $Q \times KtP$ ch.	$K-Q_1$
18. $B \times Kt$ ch.	$Kt \times Kt$
19. $Q \times Q$, and wins.	

VARIATION A.

(Repeat as above to White's 15th Move inclusive.)

(Position as Fig. 48.)

15.	$K-B_1$
16. $B-R_4$ dis. ch.	$Kt-KB_3$
17. $B-R_6$	$Q \times B$
18. $Q \times Q$, and wins.	

VARIATION B.

(Repeat as before to White's 15th Move inclusive.)

(Position as Fig. 48.)

15.	$Q \times B$
16. $R \times Q$	$K \times R$
17. $Q-B_4$ ch.	$K-Kt_2$
18. Castles	$B-Q_2\ddagger$

* "If instead of this move he were to play QKt to K_2 , you should play as follows:—

17. Q takes KtP ch. $K-QB_3$
 18. KB to adv. K square ch., and will checkmate the next move." (LEWIS.)

† If Black attack the QB with KRP , you should play as follows:—

19. $R-KB$ sq.	$P \times B$
20. $Q \times P$ ch.	$K-KR_2$
21. R mates.	

White.	Black.
19. R—Br	B—K ₁
20. Q—B8 ch.	K—Kt ₃
21. R—B6 ch.	K—R ₄ *
22. R—R6 ch.	Kt × R
23. Q × Kt mate.	

* If 21. . . . Kt × R, then 22. Q × Kt ch.; followed by
23. Q—R6 mate.

G A M E X L.

LOPEZ GAMBIT.

White.	Black.
1. <i>P—K4</i>	<i>P—K4</i>
2. <i>B—B4</i>	<i>B—B4</i>
3. <i>Q—K2</i>	<i>Q—K2*</i>
4. <i>P—KB4</i>	<i>B × Kt</i>
5. <i>R × B</i>	<i>P × P</i>
6. <i>P—Q4</i>	<i>Q—R5 ch.†</i>
7. <i>P—KKt3</i>	<i>P × P</i>
8. <i>R × P</i>	<i>Kt—KB3</i>
9. <i>Kt—QB3</i>	<i>Kt—KR4</i>
10. <i>B × P ch.</i>	<i>K × B</i>
11. <i>B—KKt5</i>	<i>Kt × R</i>
12. <i>Q—KB3 ch.</i>	<i>K—Kt3</i>
13. <i>B × Q</i>	<i>Kt—R4</i>
14. <i>Q—B5 ch.</i>	<i>K—R3</i>
15. <i>Q—Kt5 mate.</i>	

* This is not a very effective reply. *P—Q3* is preferable.

† This is a useless check. He should have played *P—Q3*, so as to open a way for his QB.

GAME XLI.

LOPEZ GAMBIT.

White.	Black.
1. $P-K4$	$P-K4$
2. $B-B4$	$B-B4$
3. $Q-K2$	$Q-K2$
4. $P-KB4$	$P \times P^*$
5. $Kt-KB3$	$P-KKt4$
6. $P-KR4$	$P-KB3$
7. $P \times P$	$P \times P$
8. $Kt-QB3\ddagger$	$P-QB3$
9. $P-Q4$	$P-KKt5$
10. $Kt-KR4$	$B \times P$
11. $Kt-B5$	$B \times Kt ch.$
12. $P \times B$	$Q-KB3$
13. $B \times P$	$Q \times P ch.$
14. $K-B2$	$P-QKt4\ddagger$

* This move is unsound, as is also Black's subsequent endeavour to support the Gambit-pawn. See notes, p. 106.

† White might instead of this move play 8. $R-KR5$. If Black advances the KtP , White will play 9. $R-K5$, and win Q . If Black supports the KtP by $P-R3$, White plays 9. $Kt \times P$. Black cannot retake with RP , or he would lose his R .

‡ Black is in this and the succeeding moves made to play very indifferently. The attack of the pawns on the B cannot produce any practical result. Meanwhile he is losing the opportunity of strengthening his own very critical position.

White.	Black.
15. B—QKt ₃	P—QR ₄
16. Kt—Q ₆ ch.	K—Q ₁
17. Q × KKtP	Kt—K ₂
18. Kt—B ₇ ch.	K—K ₁
19. Q—R ₄	Q—Q ₅ ch.
20. K—B ₃	Q—B ₆ ch.
21. K—K ₂	R—B ₁
22. Kt—Q ₆ double ch.	K—Q ₁
23. Q—K ₈ ch.	R × Q
24. Kt—B ₇ mate	

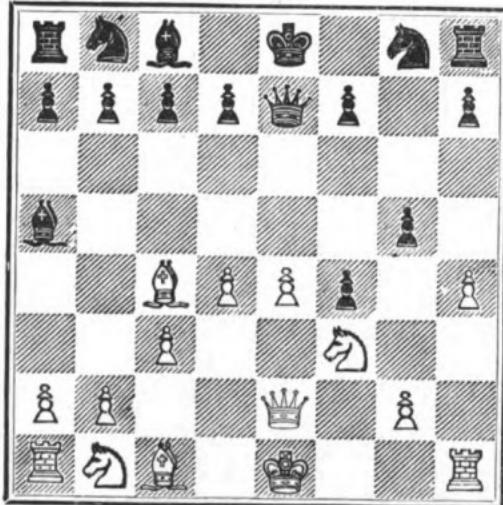
G A M E X L I I .

LOPEZ GAMBIT.

White.	Black.
1. $P-K4$	$P-K4$
2. $B-B4$	$B-B4$
3. $Q-K2$	$Q-K2$
4. $P-KB4$	$P \times P$
5. $Kt-KB3$	$P-KKt4$
6. $P-Q4$	$B-Kt5$ ch.*
7. $P-QB3$	$B-R4$
8. $P-KR4$	

(Position as Fig. 49.)

Black.



White.

FIG

Position after
White's 8th
Move.

* A wasted move. He should have played $B-Kt3$.

White.	Black.
8.	P—KB3
9. P × P	P × P
10. P—KKt3	P—Kt5
11. Kt—K5	P—B6
12. Q—K3	Kt—KB3
13. Kt—Kt6	Q—Kt2
14. Kt × R	Q × Kt
15. P—K5	Kt—Kt1
16. Q—Kt5	Kt—K2
17. Q—R4 ch.	K—Q1
18. Q × RP	Q × Q
19. R × Q	P—Q3
20. P—K6	P—Q4*
21. R—R8 ch.	Kt—Kt1
22. B—KKt5 ch.	K—K1
23. R × Kt mate.	

VARIATION A.

Repeat Moves to White's 8th inclusive.
(Position as Fig. 49.)

8.	P—KKt5
9. Kt—Kt5	Kt—KR3
10. QB × P	P—KB3
11. Castles	P × Kt
12. B × P	Q—Kt2
13. Q—K3	Kt—Kt1
14. R—B7	Q—Kt3
15. Q—B4	P—Q3
16. R—B8 ch.	K—Q2
17. B—KB7	Q—Kt2
18. B—K8 ch.	K—K3
19. P—Q6 mate.	

* "20. P—QB4 would have delayed the loss of the game." (DUFRESNE.)

GAME XLIII.

LOPEZ GAMBIT.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $B-B_4$	$B-B_4$
3. $Q-K_2$	$Q-K_2$
4. $P-KB_4$	$P \times P$
5. $Kt-KB_3$	$Kt-KB_3$
6. $P-Q_4$	$B-Kt_5$ ch.
7. $P-B_3$	$B-R_4$
8. $P-K_5$	$Kt-R_4^*$
9. Castles†	Castles
10. $Kt-K_1$	$Q-R_5$
11. $Kt-Q_3$	$P-KKt_4$
12. $Kt-Q_2$	$P-QB_3^\dagger$
13. $Kt-K_4\$$	
(Position as Fig. 50.)	
13.	$K-R_1\parallel$
14. $Kt-Q_6$	$Kt-QR_3$
15. $Kt-KB_5$, capturing Q, and wins.	

* 8. $P-Q_4$ is preferable.

† "If White plays 9. $P-KKt_4$, then 9. $P-Q_4$; 10. $B \times QP$, $P-QB_3$ is a probable continuation." (VON DER LASA.)

‡ "12. $P-KKt_5$, in place of this move, would have given the game a favourable turn for Black." (DUFRESNE.)

§ "13. $Kt-KB_3$; 14. $Kt-KB_2$; 15. $B-Q_3$ would also be decisive." (VON DER LASA.)

|| To avoid White's threatened $Q \times Kt$, and subsequent "forking" of K and Q, as in the Variation following.

Black.

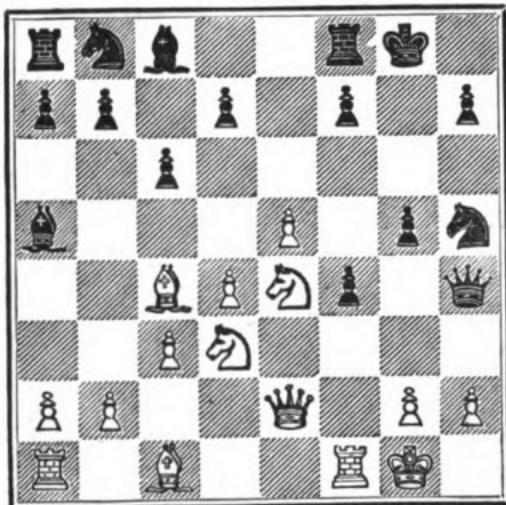


FIG. 50.

Position after
White's 13th
Move.

White.

VARIATION A.

Repeat Moves as above to White's 13th inclusive.
(Position as Fig. 50.)

White.

13. . . .

14. B—Kt₃

15. Q × Kt

16. Kt—B₆ ch.

17. Kt × Q ch., with a winning game.

Black.

P—QKt₄B—B₂

Q × Q

K—Kt₂**VARIATION B.**

Repeat as before to White's 13th Move inclusive.
(Position as Fig. 50.)

13. . . .

14. Kt × P(B₄)

15. R × P

16. Kt—B₆ ch.Kt—Kt₂

P × Kt

Q—K₂K—R₁

17. Q—K₄ and Black can only escape mate by sacrificing his Q.

GAME XLIV.

KING'S GAMBIT (PROPER).

White.	Black.
1. P—K4	P—K4
2. P—KB4	P × P
3. Kt—KB3	P—KKt4
4. B—B4	B—Kt2*
5. P—Q4	P—Q3
6. Kt—QB3	P—QB3
7. P—KR4	P—KR3
8. P × P	P × P
9. R × R	B × R
10. Kt—K5†	P × Kt
11. Q—R5	Q—B3
12. P × P	Q—Kt2
13. P—K6	Kt—KB3‡
14. P × P ch.	

(Position as Fig. 51.)

* "The simplest form of the King's Gambit. This, 4. . . . B—Kt2, with soon P—KR3, is the classical defence, relying upon the superiority of pawns on the King side for a winning ending." (MASON.)

The first mention of the King's Gambit is by Ruy Lopez in 1561. At the present day it is practically superseded by the Kieseritzky and Allgaier.

† Lewis remarks : "This move is ingenious, and may be ventured against an inferior player, but if the Black play properly White will lose the game."

‡ Lewis suggests an alternative line of play, as under :—

13. . . .	B × P
14. B × B	Kt—KB3
15. B × KBP ch.	K—B1
16. Q removes	Takes KB, and has the best of the game.

Black.



White.

FIG. 51.

Position after
White's 14th
Move.

White.

Black.

14. . . .

K—B1*

15. QB × P

Kt × Q

16. B—Q6 mate.†

VARIATION A.

Repeat to White's 14th Move inclusive.

(Position as Fig. 51.)

14. . . .

K—K2

15. Q—K2

B—K3†

16. B × B

K × B

* 14. . . . K—K2 is a better move. See Variation A, next following.

† If 15. . . . P × B, then 16. Q—QB5 mate. In either case a very pretty finish.

‡ Better, B—KKt5 or Kt—Q2.

White.	Black.
17. Q—B ₄ ch.	K—K ₂
18. Q—Kt ₄ ch.	K × P
19. Q × KtP ch.	QKt—Q ₂
20. Q × R, and wins.	

VARIATION B.

Repeat as before to White's 14th Move inclusive.

(Position as Fig. 51.)

14.	K—Q ₁
15. Q × P	Q × Q
16. P—B ₈ (queens) ch.	K—Q ₂
17. Q × B	Q × P*
18. Q × Kt	P—B ₆
19. Q—B ₇ ch.	K—Q ₃ †
20. B—KB ₄ ch.‡	K—B ₄
21. Kt—R ₄ ch.	

(Position as Fig. 52.)

21.	K—Q ₅
22. P—QB ₃ ch.	K × KP
23. Kt—B ₅ mate.	

* The intention of the sacrifice of the Kt is presumably to make the KBP a passed Pawn, but it is not good policy. Black would have done better to play K—B₂, so as to leave Q₂ free for B or QKt.

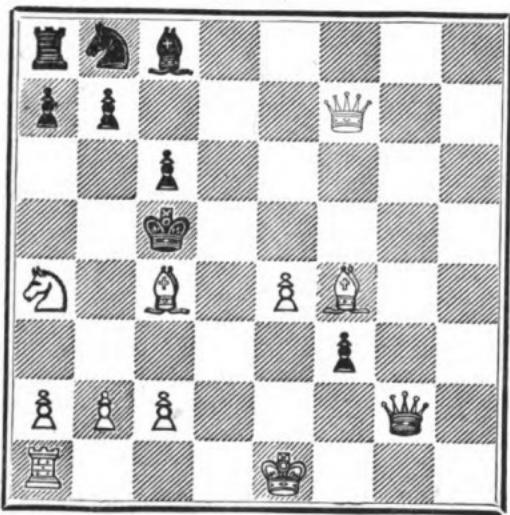
† If 19. K—Q₁; 20. Q—Kt₈ ch., exchanging Qs and winning easily.

‡ Or 20. $\frac{P-K5\text{ ch.}}{K-B4}$; 21. $\frac{B-K3\text{ ch.}}{K-Kt5}$; 22. $\frac{P-R3\text{ ch.}}{K-R4}$;
23. P—Kt₄ mate. (VON DER LASA.)

VARIATION C.

Repeat Moves to White's 21st inclusive.
(Position as Fig. 52.)

Black.



White.

FIG. 52.

Position after
White's 21st
Move.

White.

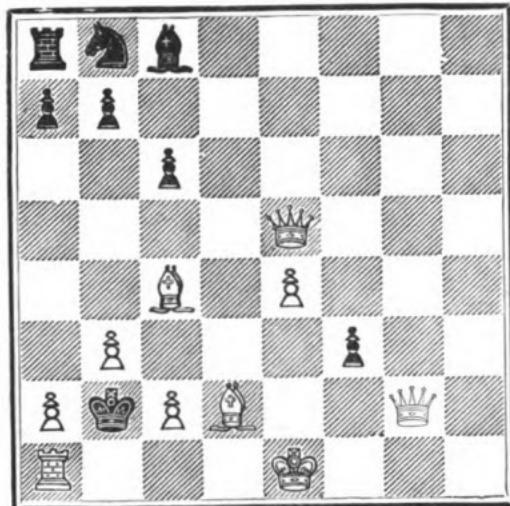
Black.

- | | |
|---------------|--------|
| 21. . . . | K—Kt5 |
| 22. B—Q2 ch. | K × Kt |
| 23. P—Kt3 ch. | K—R6 |
| 24. Q—K7 ch. | K—Kt7 |
| 25. Q—K5 ch. | |

(Position as Fig. 53.)

- | | |
|--------------------------|-------|
| 25. . . . | K × P |
| 26. R—B1 (or Q—B6) mate. | |

Black.



White.

FIG. 53.

Position after
White's 25th
Move.

VARIATION D.

Repeat Moves to White's 25th inclusive.

(Position as Fig. 53.)

White.

25.
26. QB—B₁ ch.
27. P—B₃ (or R₃) mate.

Black.

- K—R₆
K—Kt₅

GAME XLV.

KING'S GAMBIT.

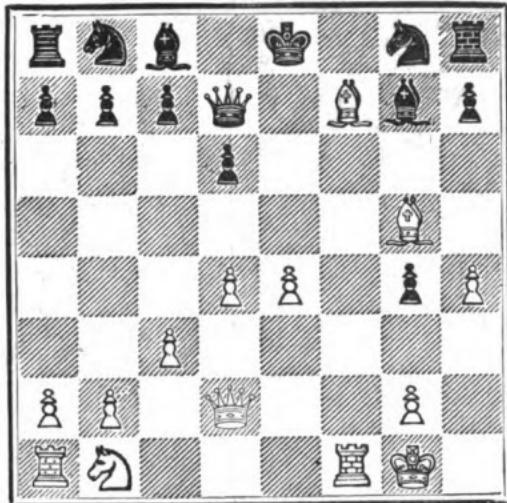
White.	Black.
1. $P-K_4$	$P-K_4$
2. $P-KB_4$	$P \times P$
3. $Kt-KB_3$	$P-KKt_4$
4. $B-B_4$	$B-Kt_2$
5. $P-KR_4$	$P-Kt_5^*$
6. $Kt-Kt_5$	$Kt-KR_3$
7. $P-Q_4$	$P-Q_3$
8. $QB \times P$	$Q-K_2$
9. Castles	$P-KB_3$
10. $P-B_3$	$P \times Kt$
11. $B \times KtP$	$Q-Q_2$
11. $Q-Q_2$	$Kt-Kt_1$
13. $B-B_7$ ch.	

(Position as Fig. 54.)

13. $K-B_1$
 14. $B-K_6$ dis. ch. $K-K_1$ (or covers)
 15. $B \times Q$, and wins.

* So far the defence has been on "classical" lines, but here Black diverges. 5. $P-KR_3$ is the orthodox continuation.

Black.



White.

FIG. 54.

Position after
White's 13th
Move.

VARIATION A.

Repeat Moves to White's 13th inclusive.

(Position as Fig. 54.)

White.

- 13.
- 14. R × Q
- 15. Kt—R₃
- 16. R—KB₁ ch.
- 17. B × Kt
- 18. Q—Kt₅ ch.

Black.

- Q × B
- K × R
- Kt—K₂
- K—K₁
- K × B

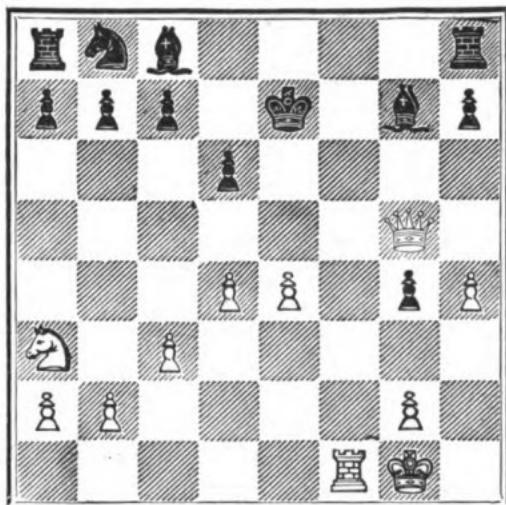
(Position as Fig. 55.)

- 18.

K—K₁

- 19. Q × B, and wins.

Black.



White.

FIG. 55.

Position after
White's 18th
Move.

VARIATION B.

Repeat Moves to White's 18th inclusive.

(Position as Fig. 55.)

White.

- 18.
- 19. P—Q5 ch.
- 20. R—B7 ch.
- 21. Q—K7 mate.

Black.

- K—K₃
- K—Q₂
- K—K₁

GAME XLVI.

SALVIO GAMBIT.*

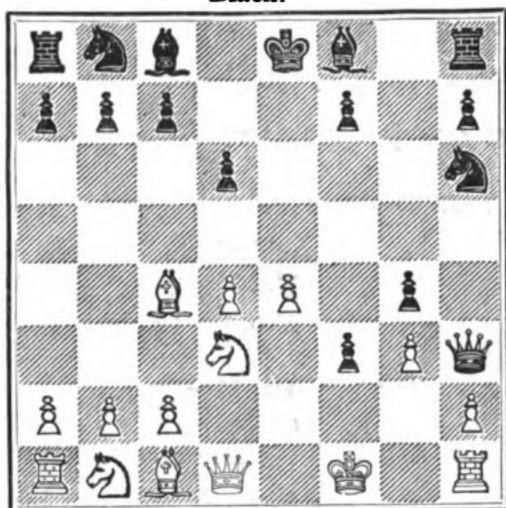
White.	Black.
1. P—K4	P—K4
2. P—KB4	P × P
3. Kt—KB3	P—KKt4
4. B—B4	P—Kt5
5. Kt—K5	Q—R5 ch.
6. K—B1	Kt—KR3
7. P—Q4	P—Q3
8. Kt—Q3	P—B6
9. P—KKt3	Q—R6 ch.†

(Position as Fig. 56.)

* "The Salvio is one of the oldest variations of the King's Gambit. It has been traced to a Peninsular writer quoted by Polerio and Salvio. The move 4. . . . P—Kt5 is quite as good analytically as 4. . . . B—Kt2, but the second player must be prepared to meet the Muzio attack, as well as Salvio's continuation, 5. Kt—K5. After this move, Black gets an important check by 5. . . . Q—R5, with the choice of four lines of play, viz. Kt—KB3, Kt—KR3, P—B6, and Kt—QB3. 6. . . . Kt—KB3, given by Salvio, leaves a P and R to be taken in consideration of a strong counter attack. 6. . . . Kt—KR3 is better play, according to present lights, but Black, after White's reply, 7. P—Q4, must not follow it up with the natural move 7. . . . P—Q3, but play 7. . . . P—B6." (FREEBOROUGH, 'Chess Openings, Ancient and Modern,' where the reader will find several illustrations of this line of play.)

† "It is wrong to give this check; it would be better to play Q—K2." (LEWIS.)

Black.



White.

Black.

- | | |
|---------------------------------|------------------------|
| 10. K—B ₂ | Q—Kt ₇ ch.* |
| 11. K—K ₃ | Kt—Kt ₁ † |
| 12. Kt—B ₄ | B—R ₃ |
| 13. B—B ₁ | Q × R‡ |
| 14. B—Kt ₅ ch. | P—QB ₃ |
| 15. B × P ch. | P × B |
| 16. Q × Q, with a winning game. | |

* The Q must move, as 10. Kt—B₄ would otherwise leave her without retreat.

† To clear the way for the B, but the same object might have been better effected by B—K₂. Lewis says of this move: "Black would do better to play Q to adverse K's second square," thereby forcing an exchange of Qs; but in any case Black has a very bad game, having irretrievably compromised himself by attacking with insufficient forces.

‡ Black may be presumed to have seen the natural consequence of this move, but he has nothing better.

FIG. 56.

Position after
Black's 9th
Move.

VARIATION A.

Repeat Moves up to Black's 9th inclusive.

(Position as Fig. 56.)

White.	Black.
--------	--------

10. K—K₁ Q—Kt₇
 11. Kt—B₂ Kt—QB₃

.12. B—B₁, captures Q, and wins.

VARIATION B.

Moves as before up to Black's 9th inclusive.

(Position as Fig. 56.)

10. $K-K_1$ Q-R4

11. Kt—B4 Q—QR4 ch.

12. B—Q₂

(Position as Fig. 57.)

Black.

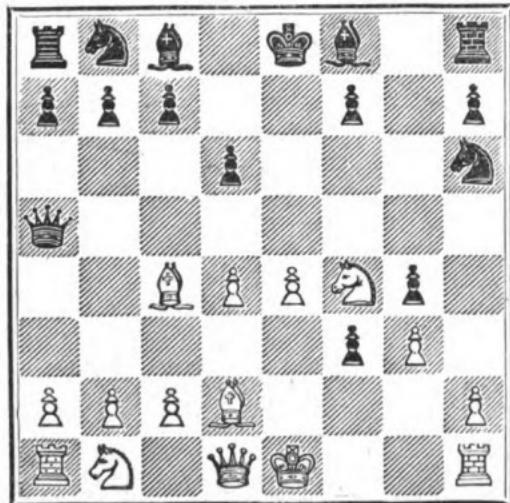


FIG. 57.

**Position after
White's 12th
Move.**

White.	Black.
12.	Q—Kt3
13. Kt—Q5	Q × QP*
14. B—Q3	Q—B4†
15. B—K3‡	Q—R4 ch.
16. P—Kt4	Q—R5
17. B—QKt5 ch.	Q × B (forced)
18. Kt × P ch.	K—Q2
19. Kt × Q, and wins.	

VARIATION C.

Repeat Moves as before up to White's 12th inclusive.
(Position as Fig. 57.)

12.	Q—R5
13. Kt—QR3	P—QB3§
14. Kt—Q5	P—QKt4
15. P—Kt3¶	Q × Kt
16. B—Kt4	Q—Kt7
17. R—QKt1	Q × RP
18. R—R1	Q—Kt7
19. B—B3	Q × R**

* This move is forced. If he plays 13. Q × KtP, White wins Q by 14. B—B3. If 13. Q—B3, White replies 14. B—QKt5, and after 14. Q × B (forced), 15. Kt × P ch., and captures Q.

† To prevent 15. Kt—B7 ch.

‡ Lewis here remarks: "You would win the Q sooner by playing QB to QKt fourth square." 15. B—QB3, to be followed (if 15. R—Kt1) by 16. Kt—B6 ch., would win the exchange, but Greco always flies for the highest game.

§ To prevent 14. B—Kt5 ch.

|| If 14. P × Kt, then 15. B—Kt5 ch. wins Q.

¶ Better 15. B—Kt3. (VON DER LASA.)

** 19. Q × B would be preferable. (VON DER LASA.)

White.	Black.
20. $Q \times Q^*$	$P \times Kt$
21. $B \times QP$	$Kt-Q_2$
22. $B \times R$, and wins.	

VARIATION D.

Moves as before to White's 12th inclusive.

(Position as Fig. 57.)

12.	$Q-R_5$
13. $Kt-QR_3$	$Q-Q_2$
14. $Kt-Q_5$	$B-KKt_2$
15. $B \times Kt$	$B \times B$
16. $Kt-B_6$ ch.	$K-B_1$
17. $Kt \times Q$ ch., and wins.	

* This series of moves is eminently characteristic of Greco's dashing style. Black has already R, Kt, and two Ps for Q, and two of White's pieces remain *en prise*; but if 20. $P \times B$, $Kt-B_7$ wins R; if 20. $P \times Kt$, then $B \times P$, and afterwards $B \times R$ as in the text, and White is left with the advantage.

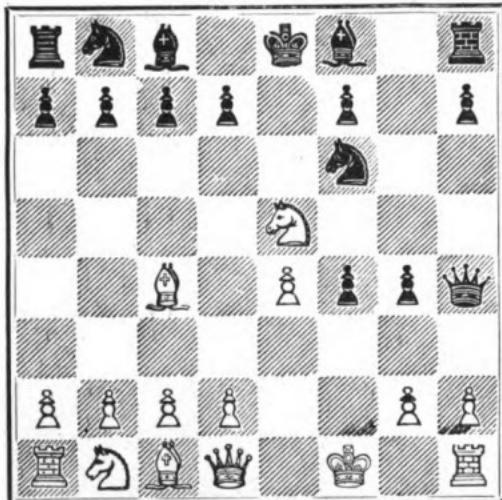
GAME XLVII.

SALVIO GAMBIT.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $P-KB_4$	$P \times P$
3. $Kt-KB_3$	$P-KKt_4$
4. $B-B_4$	$P-Kt_5$
5. $Kt-K_5$	$Q-R_5\ ch.$
6. $K-B_1$	$Kt-KB_3$

(Position as Fig. 58.)

Black.



White.

FIG. 58.

Position after
Black's 6th
Move.

White.	Black.
7. $B \times P$ ch.*	$K-Q1\ddagger$
8. $P-Q4$	$Kt \times P$
9. $Q-K2$	$Kt-Kt6$ ch.
10. $P \times Kt$	$Q \times R$ ch.
11. $K-B2$	$P \times P$ ch.
12. $K \times P$	$Q \times B\ddagger$
13. $Kt-B6$ ch.	Kt (or P) $\times Kt$
14. $Q-K8$ mate.	

VARIATION A.

Repeat Moves to Black's 6th inclusive.

(Position as Fig. 58.)

7. $Kt \times KBP\$$	$P-Q4$
8. $B \times P$	$Kt \times B$
9. $Kt \times R$	$Kt-KB3$
10. $P-K5$	$Kt-K5$
11. $Q-K2$	$Kt-Kt6$ ch.
12. $P \times Kt$	$Q \times R$ ch.
13. $K-B2$	$B-B4$ ch., and wins.

* "Instead of this move Philidor directs the White to play Q to K sq., which would force the Black to exchange Queens; White would then have the best of the game." (LEWIS.)

† This is Salvio's move, but $K-K2$ is preferable, as it compels White to withdraw his B , or he would run some risk of losing a piece.

‡ This is a very weak move. The most moderate player in Black's place ought to be able to perceive the danger that threatens him; the proper move is clearly 12. . . . $B-K2$.

§ "This is a bad move. He should play Q to K square, and he would then have the best of the game." (LEWIS.)

VARIATION B.

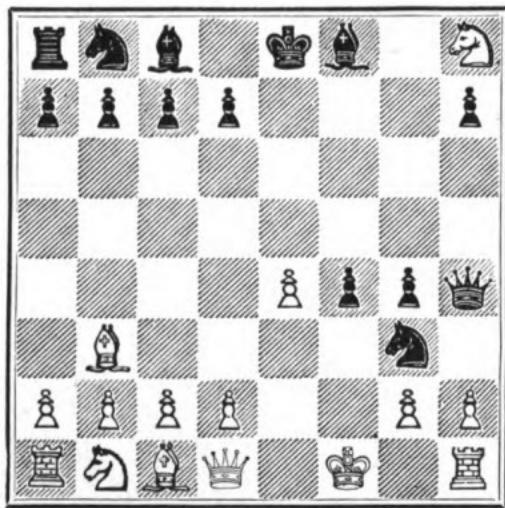
Repeat as before to Black's 6th Move, inclusive.

(Position as Fig. 58)

White.	Black.
7. B × P ch.	K—Q1
8. B—Kt3*	Kt—R4
9. Kt—B7 ch.	K—K1
10. Kt × R	Kt—Kt6 ch.

(Position as Fig. 59.)

Black.



White.

FIG. 59.

Position after
Black's 10th
Move.

11. P × Kt	Q × R ch.
12. K—K2	P—B6 ch.
13. P × P	P × P ch.
14. K—B2	Q × Q, and wins.

* Here P—Q3 or Q—K1 would be preferable.

VARIATION C.

Repeat Moves to Black's 10th inclusive.

(Position as Fig. 59.)

White.	Black.
11. K—K ₁	B—B ₄ ch.
12. P—Q ₄	B × P ch.
13. Q × B (forced)	Kt—K ₇ ch.
14. K—B ₁	Kt × Q, and wins.

GAME XLVIII.

SALVIO GAMBIT.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $P-KB_4$	$P \times P$
3. $Kt-KB_3$	$P-KKt_4$
4. $B-B_4$	$P-Kt_5$
5. $Kt-K_5$	$Kt-KR_3^*$
6. $Kt \times KtP \dagger$	$Q-R_5$ ch.
7. $Kt-B_2$	$P-Q_4$

(Position as Fig. 60.)

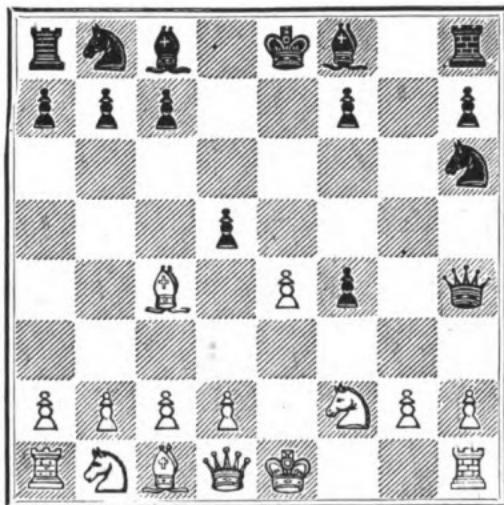
8. $B \times P \ddagger$ $B-Kt_5$, captures Q ,
and wins.

* 5. . . . $Q-R_5$ ch. is better.

† 6. $P-Q_4$ is preferable. The following is a probable continuation : 6. $\underline{P-Q_3}$; 7. $Kt-Q_3$; 8. $\underline{P-KKt_3}$; 9. $\underline{P-KR_3}$; 10. $\underline{P \times KtP}$; 11. $\underline{K-B_2}$; 12. $\underline{B-KB_4}$; 13. $\underline{Kt-Q_2}$; 14. $\underline{B \times KtP}$, &c.

‡ The best move for White is 8. $B-K_2$, but Black might still play 8. . . . $B-Kt_5$, with a very attacking game. The effect of 8. $P \times P$ is shown in the variation following.

Black.



White.

FIG. 60.

Position after
Black's 7th
Move.

VARIATION A.

Repeat Moves to Black's 7th inclusive.

(Position as Fig. 60.)

White.

8. P × P
9. B—Kt5 ch.
10. P × QBP
11. K—B1
12. K × P
13. K—B1
14. P—Q3.

Black.

- P—B6
- P—QB3
- Q—K₂ ch.
- P × P ch.
- Q—Kt4 ch.
- Q × B ch.
- Kt × P, with a winning game.

GAME XLIX.

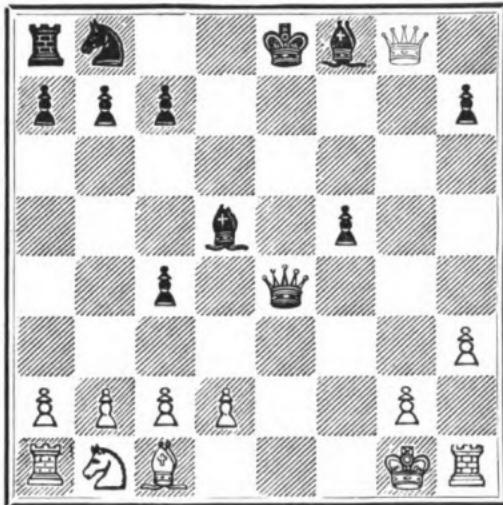
SALVIO GAMBIT.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $P-KB_4$	$P \times P$
3. $Kt-KB_3$	$P-KKt_4$
4. $B-B_4$	$P-Kt_5$
5. $Kt-K_5$	$Kt-KR_3$
6. $Kt \times KtP$	$Kt \times Kt$
7. $Q \times Kt$	$P-Q_4$
8. $Q \times P$	$P \times B$
9. $Q-K_5$ ch.	$B-K_3$
o. $Q \times R$	$Q-R_5$ ch.
11. $K-B_1$	$Q-B_5$ ch.
12. $K-Kt_1$	$Q \times KP$
13. $P-KR_3$	$B-Q_4$
14. $Q-Kt_8^*$	$P-KB_4$
(Position as Fig. 61.)	
15. $Q-Kt_3\dagger$	$P-KB_5$
16. $Q-B_3$	$Q-K_8$ ch.

* If 14. $R-R_2$, Black would mate by $Q-K_8$.

† White has only a choice between the text-move and 15. $Q-Kt_5$. If he plays the latter, Black rejoins with 15. . . . $Q-K_8$ ch., followed by 16. . . . $B-Q_3$ ch., and mates in, at most, two moves.

Black.



White.

FIG. 61.

Position after
Black's 14th
Move.

White.

17. Q—B₁*
18. K—R₂

Black.

- B—QB₄ ch.
Q—Kt₆ mate.

* This a fatal move. White should play 17. K—R₂. Black can then regain the exchange by 17. Q × R ch., followed by 18. B × Q, but his attack would be at an end, and White would have an equal game. If 17. Q—K₄, then 18. Q—QB₃, &c.

GAME L.

KIESERITZKY GAMBIT.

White.	Black.
1. P—K4	P—K4
2. P—KB4	P × P
3. Kt—KB3	P—Kt4
4. P—KR4	P—Kt5
5. Kt—K5*	P—KR4
6. B—B4	Kt—KR3
7. P—Q4	B—K2
8. QB × P	B × P ch.†
9. P—KKt3	B—Kt4
10. R × P	B × B
11. P × B	P—Q3
12. Kt × KtP	B × Kt
13. Q × B	Kt × Q
14. R × R ch.	K—K2
15. R × Q	K × R
16. B × P	Kt—QB3
17. P—QB3	K—K2
18. B—Kt3	Kt—K6
19. K—B2	Kt—Kt5 ch.
20. K—B3, with a winning game.	

* This move, following 4. P—R4; P—Kt5, constitutes the Kieseritzky Gambit. The available defences are summed up by Mason ('Chess Openings,' p. 71) as follows : "The reply 5. . . . B—Kt2 is Black's simplest and strongest ; though 5. . . . Kt—KB3 very often comes to the same thing. Others are 5. . . . Q—K2 ; 5. . . . P—Q3 ; 5. . . . P—Q4. But neither 5. . . . Kt—QB3, nor 5. . . . P—KR4 (formerly in vogue) is now looked upon as adequate."

† 8. . . . P—Q3 would be preferable.

GAME LI.

KING'S KNIGHT'S GAMBIT (IRREGULAR DEFENCE).

White.

1. P—K4
2. P—KB4
3. Kt—KB3
4. B—B4*
5. P—R4

(Position as Fig. 62.)

Black.

Black.

- P—K4
- P × P
- P—KR3
- P—KKt4

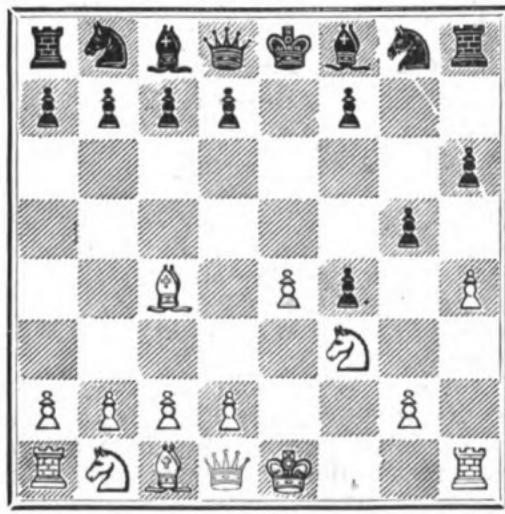


FIG. 62.

Position after
White's 5th
Move.

White.

* Black's third move is weak (he should have played . . . P—KKt4). White, however, does not take proper

White	Black.
5.	P—KB ₃ *
6. Kt × P	BP × Kt†
7. Q—R ₅ ch.	K—K ₂
8. Q—B ₇ ch.	K—Q ₃
9. Q—Q ₅ ch.	K—K ₂
10. Q—K ₅ mate	

VARIATION A.

Repeat Moves to White's 5th inclusive.

(Position as Fig. 62.)

5.	<i>P—KB₃</i>
6. <i>Kt × P</i>	Q—K ₂
7. Q—R ₅ ch.	K—Q ₁
8. Kt—B ₇ ch.	K—K ₁
9. Kt × R dis. ch.	K—Q ₁
10. Kt—B ₇ ch.	K—K ₁
11. Kt—RP dis. ch.	K—Q ₁
12. Kt × Kt, with a winning game.	

advantage of it. He should at once play 4. P—KR₄, when Black can no longer defend the Gambit by 4. P—KKt₄, as White would reply 5. P × P, and Black could not retake without losing his R. White's text-move gives him time to remedy his mistake.

* This and the next succeeding games form a valuable object-lesson as to the ineffectiveness of P—KB₃ as a defensive move in the Knight's Gambit. Indeed, in almost any opening, it has an immediate weakening effect on Black's position. Black's proper move was 5. B—Kt₂, to defend the R, and so free the RP.

† 6. RP × Kt would have been preferable. White could not retake, as he would in such case lose his R, and the fatal check which follows would have been prevented.

VARIATION B.

Repeat as before to White's 5th Move inclusive.

(Position as Fig. 62.)

White.	Black.
5. . . .	P—Kt5*
6. Kt—K5	R—R2
7. P—Q4	P—Q3
8. Kt—Q3	P—B6
9. P—KKt3†	Q—K2
10. Kt—KB4	Q × KP ch.‡
11. K—B1	Q—QB3
12. Q—Q3	R—Kt2
13. B—QKt5, captures Q, and wins.	

* 5. . . . B—Kt2 would be preferable.

† "Instead of this move, you should take the P." (LEWIS.)

‡ "It frequently happens, as in the present instance, that taking the KP with Q is very bad play. He ought to have played QBP one square." (LEWIS.)

GAME LII.

KING'S KNIGHT'S GAMBIT (IRREGULAR DEFENCE).

White.	Black.
1. P—K ₄	P—K ₄
2. P—KB ₄	P × P
3. Kt—KB ₃	Kt—K ₂ *
4. P—KR ₄	P—KR ₄
5. B—B ₄	Kt—Kt ₃
6. Kt—Kt ₅	Kt—K ₄
7. B—Kt ₃	P—KB ₃
8. Kt—KR ₃	

(Position as Fig. 63.)

8. . . .	Kt—Kt ₃
9. P—Q ₄	Kt × P
10. Kt × P	P—KKt ₄
11. R × Kt†	P × R
12. Kt—Kt ₆	R—R ₂
13. B—Kt ₈	R—Kt ₂
14. Q × P	R × B‡

* This, with the subsequent . . . Kt—Kt₃, is a feeble and ineffective method of supporting the Gambit Pawn. The accepted 3. . . . P—KKt₄ is much to be preferred, the Kt being needed for other purposes.

† A clever and well-judged sacrifice, as the sequel will show.

‡ "If he take Kt here, you force mate in eight moves at most." (BODEN.)

Black.

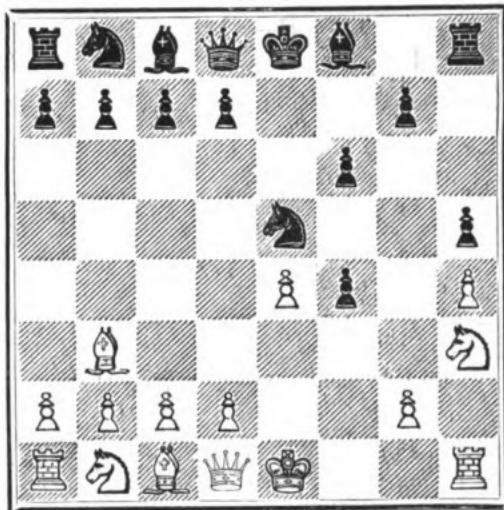


FIG. 63.

Position after
White's 8th
Move.

White.

White.

- 15. Kt—K₄ dis. ch.
- 16. Q—B₇ ch.
- 17. Kt—B₄ ch.
- 18. Q—Q₅ mate.

Black.

- K—K₂
- K—Q₃
- K—B₃

VARIATION A.

Repeat Moves to White's 8th inclusive.

(Position as Fig. 63.)

- | | |
|-----------------------|--------------------|
| 8. | P—KKt ₄ |
| 9. P × P | P × P |
| 10. P—Q ₄ | Kt—B ₂ |
| 11. P—Kt ₃ | P × P |
| 12. B × Kt ch. | K × B |
| 13. Kt × P ch. | K—Kt ₃ |
| 14. Q—B ₃ | Q—B ₃ |

White.

15. Q × KtP

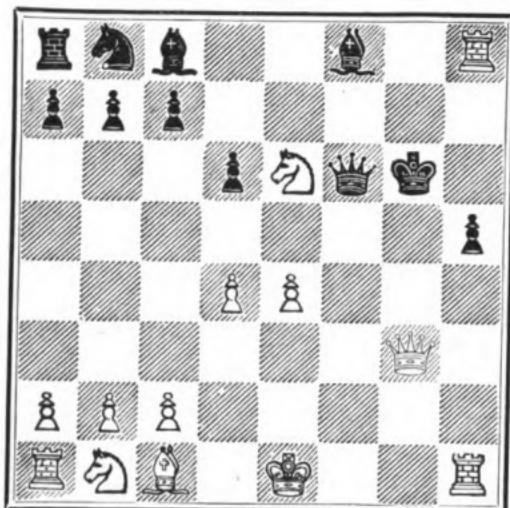
Black.

P—Q3

16. Kt—K6 dis. ch.

(Position as Fig. 64.)

Black.



White.

16.

K—B2

17. R—B1, capturing Q.

FIG. 64.

Position after
White's 16th
Move.

VARIATION B.

Repeat Moves up to White's 16th inclusive.

(Position as Fig. 64.)

16.

K—R2

17. R × P ch.

B—R3

18. R × B ch.

Q × R

19. B × Q, and wins.

GAME LIII.

KING'S KNIGHT'S GAMBIT (IRREGULAR DEFENCE).

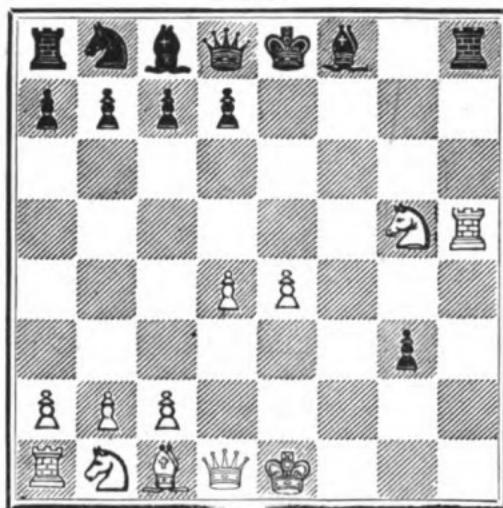
White.	Black.
1. $P-K_4$	$P-K_4$
2. $P-KB_4$	$P \times P$
3. $Kt-KB_3$	$Kt-K_2$
4. $P-KR_4$	$P-KR_4$
5. $B-B_4$	$Kt-Kt_3$
6. $Kt-Kt_5$	$Kt-K_4$
7. $B-Kt_3$	$P-KB_3$
8. $Kt-KR_3$	$P-KKt_4$
9. $P \times P$	$P \times P$
10. $P-Q_4$	$Kt-B_2$
11. $P-KKt_3$	$P \times P$
12. $B \times Kt\ ch.$	$K \times B$
13. $Kt \times P\ ch.$	$K-K_1$
14. $R \times P$	

(Position as Fig. 65.)

14. . . .	$R \times R$
15. $Q \times R\ ch.$	$K-K_2$
16. $Q-B_7\ ch.$	$K-Q_3$
17. $Q-Q_5\ ch.$	$K-K_2$
18. $Q-K_5$ mate	

L

Black.



White.

FIG. 65.

Position after
White's 14th
Move.

VARIATION A.

Repeat Moves to White's 14th inclusive.
(Position as Fig. 65.)

White.

14. . . .
15. R—R7*

Black.

- R—Kt1
Q—KB3

* Lewis suggests that White would do better, at Move 15, to play Q—KB3, when the sequel would probably take one or other of the lines following :—

- | | |
|--------------------------------|-------------|
| 15. . . . | Q—K2 (or A) |
| 16. R—R7 | B—Kt 2 |
| 17. Q—R5 ch. | K—B1 |
| 18. Kt—QB3 | P—B3 |
| 19. B—B4, and will easily win. | |

A.

- | | |
|-----------|-------|
| 15. . . . | R—Kt2 |
| 16. Kt—R7 | |

If he play 16. . . . Q—K2, you must play R—K5; if he play

White.	Black.
16. Q—R5 ch.	Q—Kt3
17. B—B4	Q × Q
18. R × Q	B—K2
19. Kt—Q2	Kt—QB3
20. P—B3	P—Q3
21. Kt—R3	B—Kt5
22. R—R7	B × Kt
23. R × B	P—Kt7
24. K—B2	K—Q2
25. R—KKt1	QR—KB1
26. R—KB3	B—R5 ch.
27. K—K2	K—Q1
28. B—K3	R × R
29. Kt × R	B—B3
30. K—B2	R—K1
31. Kt—Q2	R—Kt1
32. R × P	R × R ch.
33. K × R, and should win.*	

R—Kt1, you must check with the R, and you will win the Q, or checkmate him; if he play B—Q3, you must check with the R, and then checkmate with the Q. If he play 16. R × Kt, then 17. R × R, and will win easily. If 16. B—K2, then 17. Kt—B6 ch.; if now he take the Kt, he will lose the Q by 18. R—R8 ch.; while, if 17. K—B2 (or B1), we get 18. Kt—Kt4 dis. ch., K—Kt1 (best); 19. Kt—R6 ch., and White will mate in two moves.

15. R—R7 may lead to the variation 15. R × Kt (noticed also by Lewis); 16. Q—B3; 17. R × B; 18. Q—R5 ch., &c. (VON DER LASA.)

* "White has certainly the best of the game, but it would be very difficult to win it against good play." (LEWIS.)

GAME LIV.

KING'S KNIGHT'S GAMBIT (IRREGULAR DEFENCE).

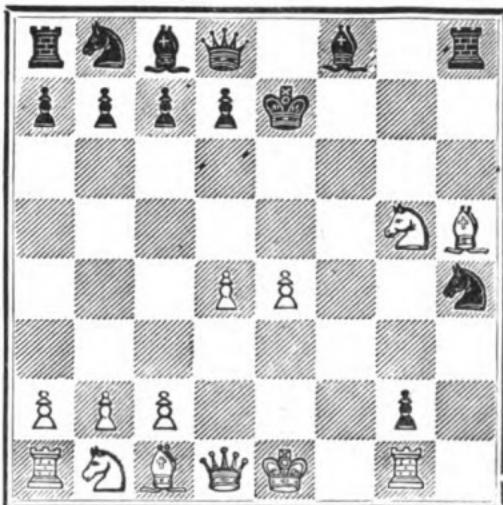
White.	Black.
1. $P-K_4$	$P-K_4$
2. $P-KB_4$	$P \times P$
3. $Kt-KB_3$	$Kt-K_2$
4. $P-KR_4$	$P-KR_4$
5. $B-B_4$	$Kt-Kt_3$
6. $Kt-Kt_5$	$Kt-K_4$
7. $B-Kt_3$	$P-KB_3$
8. $Kt-KR_3$	$P-KKt_4$
9. $P \times P$	$P \times P$
10. $P-Q_4$	$Kt-Kt_3$
11. $P-KKt_3$	$P \times P$
12. $Kt \times P$	$P-Kt_7$
13. $B-B_7$ ch.	$K-K_2$
14. $R-Kt_1$	$Kt-R_5$
15. $B \times P$	

(Position as Fig. 66.)

15. . . .	$B-Kt_2^*$
16. $Q-Kt_4$	$B \times P$

* "If instead of this move Black play QP one square, you must play KKt to adverse KB second square, and you will gain the Queen." (LEWIS.) The correctness of this assertion is not immediately obvious, but a brief analysis will make it clear. If Black (after 16. $Kt-B_7$) plays

Black.



White.

FIG. 66.

Position after
White's 15th
Move.

White.

Black.*

- | | |
|---|------------------|
| 17. Q × Kt | R × B* |
| 18. Q × R | B × R |
| 19. Q—B ₇ ch. | K—Q ₃ |
| 20. Q—Q ₅ ch. | K—K ₂ |
| 21. Q—K ₅ ch. | K—B ₁ |
| 22. Q—R ₈ ch. | K—K ₂ |
| 23. Q—Kt ₇ ch. | K—Q ₃ |
| 24. Kt—B ₇ ch., winning Q, and the game. | |

16. . . . Q—K₁, then 17. B—Kt₅ ch. If 17. . . . K—K₃, then 18. Q—Kt₄ ch., Kt—B₄; 19. Q × Kt, mate. If 17. . . . K—Q₂, then Kt—K₅ ch., and the Q must fall. If Black plays 16. . . . Q—Q₂, then 17. B—Kt₅ ch., and if 17. . . . K—K₁, then 18. Kt—K₅ dis. ch., and winning Q. If 17. . . . K—K₃, then 18. P—Q₅ mate.

* To meet threat of 18. Kt—B₇ dis. ch., winning Q.

GAME LV.

KING'S KNIGHT'S GAMBIT (IRREGULAR DEFENCE).

White.	Black.
1. $P-K_4$	$P-K_4$
2. $P-KB_4$	$P \times P$
3. $Kt-KB_3$	$P-KKt_4$
4. $B-B_4$	$P-KB_3^*$
5. $Kt \times P$	$P \times Kt$
6. $Q-R_5$ ch.	$K-K_2$
7. $Q \times KtP$ ch.†	

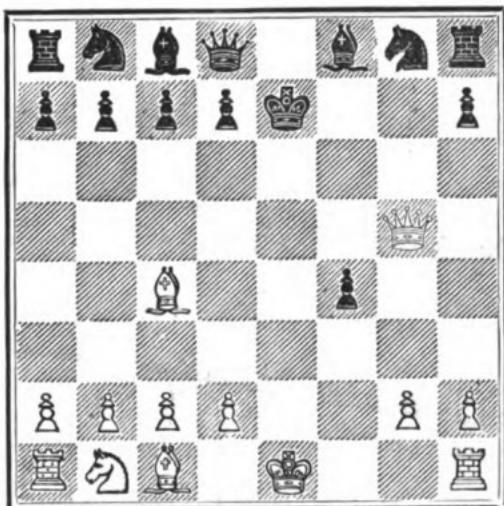
(Position as Fig. 67.)

7.	$K-K_1$
8. $Q-R_5$ ch.	$K-K_2$
9. $Q-K_5$ mate.	

* "Black loses the game by this move; he ought to have played either $KKtP$ one square, or KB to KKt second square." (LEWIS.) (Compare Game LI.)

† "White might also check with the Q at adverse KB second square, then at adverse Q fourth square, and afterwards checkmate at adverse K fourth square." (LEWIS.)

Black.



White.

FIG. 67.

Position after
White's 7th
Move.

GAME LVI.

KING'S KNIGHT'S GAMBIT (IRREGULAR).

White.	Black.
1. $P-K_4$	$P-K_4$
2. $P-KB_4$	$P \times P$
3. $Kt-KB_3$	$P-KKt_4$
4. $B-B_4$	$P-Kt_5$
5. $B \times P$ ch.*	$K \times B$
6. $Kt-K_5$ ch.	$K-K_3\dagger$
7. $Q \times P$ ch.	

(Position as Fig. 68.)

7.

 $K \times Kt\dagger$

* There is no sufficient reason for this sacrifice ; $Kt-K_5$ should be played first.

† Here Black plays badly. He could defend himself much better by 6. $K-K_1$, when the following would be

a probable sequel :— 7. $\frac{Q \times P}{Kt-KB_3}$; 8. $\frac{Q \times P}{P-Q_3}$; 9. $\frac{Kt-QB_4}{Kt-QB_3}$;

10. $\frac{\text{Castles}}{B-Kt_2}$; 11. $\frac{P-Q_3}{B-K_3}$; 12. $\frac{Q-Kt_3}{Q-K_2}$; 13. $\frac{QKt-R_3}{K-Q_2}$;

14. $\frac{B-K_3}{QR-KB_1}$, and Black has a good game. (SANSOON.)

‡ “ If Black should play K to his second square, you ought to play as follows :—

Black.

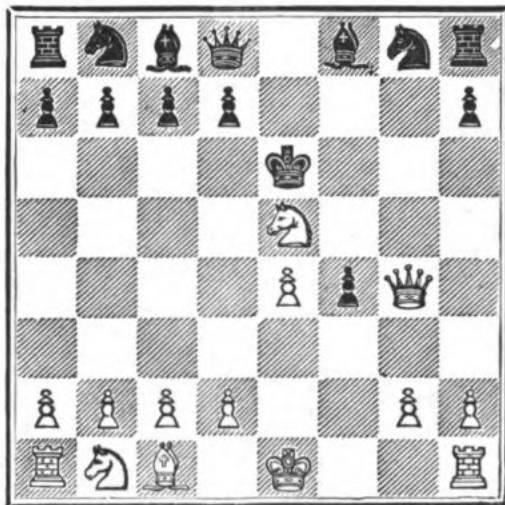


FIG. 68.

Position after
White's 7th
Move.

White.

White.

- | | |
|---------------------------|-------------------|
| 8. Q—B ₅ ch. | Black. |
| 9. P—Q ₄ | K—Q ₃ |
| 10. B × P ch. | B—Kt ₂ |
| 11. B—Kt ₅ ch. | K—K ₂ |
| 12. P—K ₅ | B—B ₃ |
| 13. Q × B ch. | B × B |
| 14. Q—R ₅ ch. | K—K ₁ |

-
- | | |
|--|------------------------|
| 8. Q to adverse KKt fourth square, check | Kt interposes (or A) |
| 9. KKt to its fourth square | K to KB second square |
| 10. KP one square wins Kt.
(A) | |
| 8. . . . | K to his square |
| 9. Q to adverse KR fourth square, check | K to his second square |
| 10. Q to adverse KB second square check and will mate in four moves." (LEWIS.) | |

White.	Black.
15. Castles	Q—K ₁
16. Q—Kt ₅ ch.	K—K ₃
17. R—B ₆ ch.	Kt × R
18. Q × Kt ch.	K—Q ₄
19. Kt—B ₃ ch.	K × P*
20. Q—B ₄ ch.	K—B ₄
21. P—QKt ₄ ch.	K—B ₃
22. Q—QB ₄ ch.	K—Kt ₃
23. Kt—R ₄ (or Q ₅) mate.†	

* "If he play K to your QB fourth square, you must check with the Q at KB square, which will force him to take the QP." (LEWIS.)

† This game is a brilliant example of Greco's style of play, and in particular of his Napoleonic use of material. Piece after piece is sacrificed, but the attack is so fierce and so keenly maintained that Black never gets a chance of bringing his surplus forces into the field.

GAME LVII.

BISHOP'S GAMBIT.*

White.	Black.
1. P—K4	P—K4
2. P—KB4	P × P
3. B—B4	Q—R5 ch.

* Of the Bishop's Gambit, Boden says ('Popular Introduction to Chess,' 1851) : "This beautiful, ingenious, and attacking *début* has always been a favourite among the best players. Although a very fine, classical attack, however, the Bishop's Gambit is really less sound than the Knight's, and when correctly defended its assault appears altogether to break down. The defence is long and complicated, and requires to be well known in order to maintain the advantage." Mason ('Chess Openings,' p. 60) called it "probably the strongest of the Gambits."

Freeborough, in his 'Chess Openings, Ancient and Modern,' devotes no less than ten pages to this Opening, introducing it with the following remarks : "The development of the King's Bishop on the third move, instead of the King's Knight, varies the game in a remarkable manner. Black, in reply, has a check with his Queen at KR5, which, although not quite so effective as in the Salvio Gambit, prevents White castling, and by keeping his King's Rook out of play stops many combinations available for the first player in the King's Gambit proper. The Queen may, however, be driven away with the loss of a time, and there is a weakened centre. Upon this double foundation White is enabled to establish an enduring attack, abounding in critical and difficult positions. His Pawns and minor pieces occupy the centre of the board, and Black must be prepared to dispense with castling, and utilise his King for defensive purposes. The Gambit Pawn is usually defended, but cannot be maintained unless another Pawn is given for it. Hence the Opening has been called the strongest of the Gambits."

White.	Black.
4. K—B1.	B—B4
5. P—Q4	B—Kt3
6. Kt—KB3	Q—Kt5*
7. B × P ch.	

(Position as Fig. 69.)

It has been a favourite with many great players, and both attack and defence have been elaborated with much care and ingenuity."

Gunsberg ('The Chess Openings') says of it: "This Gambit is difficult both for the attack and the defence. Considered as a Gambit, we think the attack has more chances than in many variations of the ordinary King's Gambit."

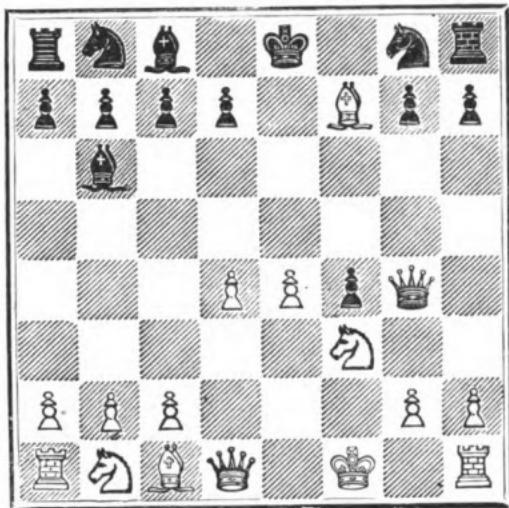
Lasker, on the other hand ('Common Sense in Chess,' p. 49), declares this Gambit utterly unsound. "By what right," he asks, "should White, in an absolutely even position, such as after Move 1, when both sides have advanced P—K4, sacrifice a Pawn, whose recapture is quite uncertain, and open up his K side to attack? And then follow up this policy by leaving the check of the Black Q open? None whatever. The idea of the Gambit, if it has any justification, can only be to allure Black into the too violent and hasty pursuit of his attack. If, therefore, we can obtain, by sound and consistent play, the superiority of position, common sense triumphs over trickery, and rightly so."

It will be remarked that the first clause of this trenchant criticism applies to all true Gambits, the offerer of the Gambit submitting to a certain loss, in the hope of an uncertain advantage. Hence, doubtless, their general avoidance by the Masters in matches of first rate importance.

Greco's are not very good examples of this Gambit, the play of Black being extremely feeble. His Move 4, in particular, B—B4, following 3. . . . Q—R5 ch., is opposed to all authority in regard to this Opening, and at once leads him into difficulties.

* "Black should play 6. . . . Q—R4. He would lose the Gambit Pawn, it is true, but he would develop his game to much better advantage." (DUFRESNE.)

Black.



White.

White.

7.

8. Kt—K₅ ch.

9. Kt × Q, and wins.

Black.

K × B

K—Br

Position after
White's 7th
Move.

FIG. 69.

VARIATION A.

Repeat Moves to White's 7th inclusive.

(Position as Fig. 69.)

7.

8. P—KR₃9. Kt—QB₃10. Kt—K₂11. Kt—K₅ ch.

12. Kt × Q ch., and wins.

K—Br

Q—Kt₆

K × B

Q—Kt₃

K—Br

GAME LVIII.

BISHOP'S GAMBIT.

White.

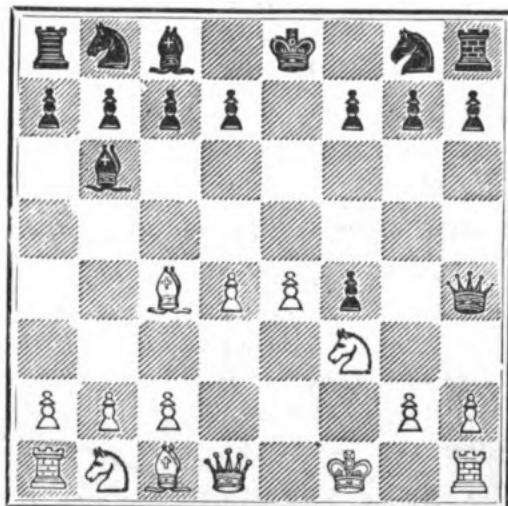
1. $P-K_4$
2. $P-KB_4$
3. $B-B_4$
4. $K-B_1$
5. $P-Q_4$
6. $Kt-KB_3$

(Position as Fig. 70.)

Black.

Black.

- $P-K_4$
- $P \times P$
- $Q-R_5 ch.$
- $B-B_4$
- $B-Kt_3$



White.

FIG. 70.

Position after
White's 6th
Move.

White.	Black.
6.	Q—R ₃
7. P—KKt ₃	Q—R ₆ ch.*
8. K—B ₂	P × P ch.†
9. P × P	Q—Kt ₅
10. B × P ch.	K—Br‡
11. R—R ₄ , winning Q.	

VARIATION A.

Repeat Moves to White's 6th inclusive.

(Position as Fig. 70.)

6.	Q—R ₃
7. Kt—K ₅ .	P—Q ₄
8. B × QP	B—K ₃
9. B × KtP, and at next move will take R,	
with a winning game.	

VARIATION B.

Repeat Moves, as before, to White's 6th inclusive.

(Position as Fig. 70.)

6.	Q—B ₃
7. P—K ₅	Q—B ₄ §
8. B—Q ₃	Q—Kt ₅
9. P—KR ₃	Q—Kt ₆
10. B—Q ₂	Kt—QB ₃
11. B—K ₁ , capturing Q, and winning.	

* "This premature check puts the Q out of play, and exposes her to the attack of the minor pieces." (DUFRESNE.)

† "8. . . . Kt—KB₃ would have been better for Black." (DUFRESNE.)

‡ If 10. . . . K × B, 11. Kt—K₅ ch. wins Q.

§ Lewis remarks (referring to Black's Moves 7, 8, and 9): "He would play much better by suffering the Gambit P to be taken, instead of defending it with Q."

GAME LIX.

BISHOP'S GAMBIT.

White.	Black.
1. $P-K4$	$P-K4$
2. $P-KB4$	$P \times P$
3. $B-B4$	$Q-R5 ch.$
4. $K-B1$	$B-B4$
5. $P-Q4$	$B-Kt3$
6. $Kt-KB3$	

(Position as Fig. 71.)

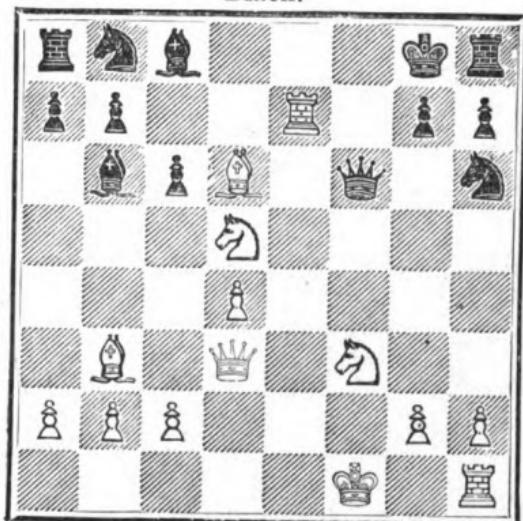
6.	$Q-K2$
7. $QB \times P$	$Q \times P$
8. $B \times P ch.$	$K-B1^*$
9. $B-KKt3$	$Kt-KR3$
10. $Kt-QB3$	$Q-K2$
11. $B-QKt3$	$P-QB3†$
12. $Q-Q3$	$P-Q4$
13. $R-K1$	$Q-KB2$
14. $B-Q6 ch.$	$K-Kt1$

* If 8. $K \times B$, 9. $Kt-Kt5 ch.$ wins Q.† “The fear of the advance of the QKt to $Q4$ frequently prompts this move, which, however, often has disastrous consequences. It weakens and exposes the square $Q3$ later on, when $P-Q4$ is played; it frequently enables the adversary to exchange a minor piece for the QP and QBP to good advantage.” (DUFRESNE.)

- | | |
|-------------|--------|
| White. | Black. |
| 15. R—K7 | Q—B3 |
| 16. Kt × QP | |

(Position as Fig. 71.)

Black.



White.

- | | |
|---------------------|-------|
| 16. | Q × B |
| 17. Kt—KB6 dbl. ch. | K—B1 |
| 18. R—K8 mate. | |

FIG. 71.

Position after
White's 16th
Move.

VARIATION A.

Repeat Moves to White's 16th inclusive.

(Position as Fig. 71.)

- | | |
|---------------|--------|
| 16. | P × Kt |
| 17. B × P ch. | Kt—B2 |
| 18. R—K8 mate | |

VARIATION B.

Repeat as before. (Position as Fig. 71.)

White.	Black.
16. . . .	<i>P</i> × <i>Kt</i>
17. <i>B</i> × <i>P ch.</i>	<i>K</i> — <i>B</i> 1
18. <i>R</i> — <i>B</i> 7 dbl. ch.	<i>K</i> — <i>K</i> 1
19. <i>R</i> × <i>Q</i>	<i>P</i> × <i>R</i>
20. <i>Q</i> — <i>K</i> 3 ch.	<i>K</i> — <i>Q</i> 1
21. <i>Q</i> — <i>K</i> 7 mate.	

GAME LX.

BISHOP'S GAMBIT.

White.	Black.
1. $P-K4$	$P-K4$
2. $P-KB4$	$P \times P$
3. $B-B4$	$Q-R5 ch$
4. $K-B1$	$B-B4$
5. $P-Q4$	$B-Kt3$
6. $Kt-KB3$	$Q-K2$
7. $QB \times P$	$Q \times P$
8. $B \times P ch$	$K-B1$
9. $B-KKt3$	$Kt-KR3$
10. $Kt-QB3$	$Q-K2$
11. $B-QKt3$	$P-QB3$
12. $Q-Q3$	$P-Q4$
13. $R-K1$	$Q-B3$
14. $B-KR4$	$Q-Kt3$
15. $B-K7 ch.$	$K-Kt1$
16. $Q \times Q$	$P \times Q$
17. $Kt \times QP$	$P \times Kt$
18. $B \times P ch.$	
	(Position as Fig. 72.)
18.	$K-R2$
19. $Kt-Kt5$ mate.	

Black.

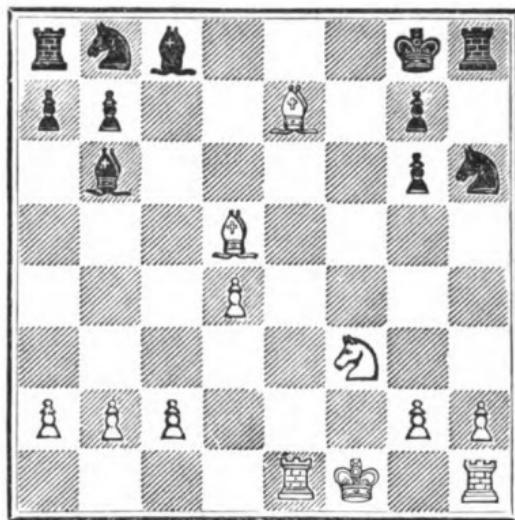


FIG. 72.

Position after
White's 18th
Move.

White.

VARIATION A.

White.

- 18.
- 19. Kt—Kt5
- 20. B × Kt ch.
- 21. B × P
- 22. Kt—B7 ch.
- 23. B × R, and wins.

Black.

- Kt—B2
- R—R4
- K—R1
- R—R5*
- K—Kt1

* Better, 21. R—R3, when 22. Kt—B7 ch. wins only the exchange, but Black has a hopeless game.

GAME LXI.

BISHOP'S GAMBIT.

White.	Black.
1. $P-K4$	$P-K4$
2. $P-KB4$	$P \times P$
3. $B-B4$	$Q-R5$ ch.
4. $K-B1$	$P-Q3^*$
5. $Kt-KB3$	$B-Kt5$
6. $P-Q4$	$Q-R3$
7. $P-KKt3$	$Q-R6$ ch.
8. $K-B2$	$P \times P$ ch.†
9. $P \times P$	$B \times Kt$
10. $B \times P$ ch.	$K-Q1\ddagger$
11. $Q \times B$	$Q-Q2$
12. $R \times P$	$R \times R$
13. $B \times Kt$	$R-R7$ ch.
14. $K-Kt1$	

(Position as Fig. 73.)

* 4. . . . $P-KKt4$ is preferable.† Or 8. $\overline{P-KKt4}$; 9. $P \times P$; 10. $Q-Q2$, &c.‡ 10. . . . $K-Q2$ would have involved the loss of the Q, by filling the only square to which, after 11. $Q \times B$, she can retreat in safety. 10. . . . $K \times B$ would be followed by 11. $Q \times B$ ch. and 12. $R \times Q$.

Black.



FIG. 73.

Position after
White's 14th
Move.

White.

- White.
- 14.
 - 15. Q × B ch.
 - 16. B—Kt5 ch.
 - 17. B—K6 ch.*
 - 18. Q—Q8 ch.
 - 19. P—Q5 ch.
 - 20. P × Q ch.
 - 21. Kt—B3 ch.
 - 22. Q—K8 ch.
 - 23. Q—K4 ch.
 - 24. B—K3 mate.

- Black.
- R × P
 - Q—K₁
 - K—Q₂
 - Q × B
 - K—B₃
 - Q × P
 - K × P
 - K—K₄
 - K—Q₅
 - K—B₄

* The neatness of the attack at this point, and the manner in which it is sustained, deserve special notice. If Black plays either 17. K × B, or 17. K—B₃, he loses his Q without any compensation. The only alternative is to play Q × B, with the result shown in the text.

VARIATION A.

Repeat Moves to White's 14th inclusive.

(Position as Fig. 73.)

Whi'e.	Black.
14. . . .	R—R ₁
15. Q × B ch.	Q—K ₁
16. B—Kt ₅ ch.	K—Q ₂
17. Q × KtP ch.	K—B ₃
18. Q × R	Kt—Q ₂
19. B—Q ₅ ch.	K—Kt ₃
20. Q × Q	R × Q
21. Kt—Q ₂ , and wins.	

VARIATION B.

Repeat as before to White's 14th Move inclusive.

(Position as Fig. 73.)

14. . . .	Q—KR ₆
15. Q × B ch.	K—Q ₂
16. Q—B ₇ ch.	K—B ₃
17. Q—QB ₄ ch.	K—Q ₂
18. B—K ₆ ch.	Q × B
19. Q × Q ch.	K × Q
20. K × R, with a winning game.	

GAME LXII.

BISHOP'S GAMBIT.

White.

1. $P-K_4$
2. $P-KB_4$
3. $B-B_4$
4. $K-B_1$
5. $Kt-KB_3$
6. $P-Q_4$
7. $P-K_5$

(Position as Fig. 74.)

Black.

- $P-K_4$
- $P \times P$
- $Q-R_5 ch.$
- $P-Q_3$
- $B-Kt_5$
- $Q-B_3$

Black.

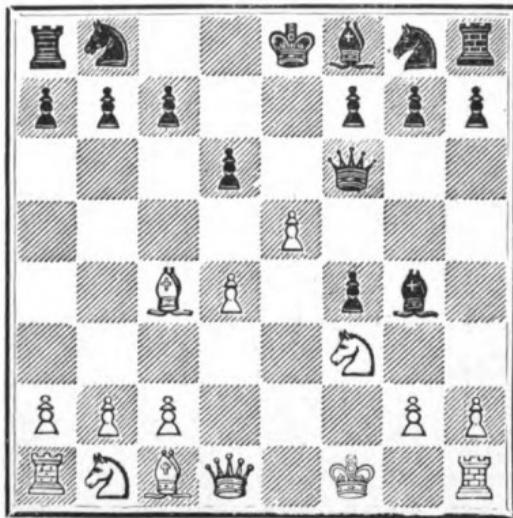


FIG. 74.

Position after
White's 7th
Move.

White.

White.	Black.
7.	Q—R ₃
8. P—KKt ₃	Q—R ₆ ch.
9. K—B ₂	P × P ch.
10. P × P	B × Kt
11. Q × B	Q—Q ₂
12. Q × KtP	Q—B ₃
13. B—QKt ₅ , captures Q, and wins.	

VARIATION A.

Repeat Moves to White's 7th inclusive.

(Position as Fig. 74.)

7.	P × P
8. P × P	B × Kt
9. Q × B	Q × P
10. Q × QKtP, with a winning game.	

VARIATION B.

Repeat Moves to White's 7th inclusive.

(Position as Fig. 74.)

7.	P × P
8. P × P	Q × P
9. Kt × Q	B × Q
10. Kt × P	Kt—KR ₃
11. Kt × R	P—KKt ₃
12. B × P	B—Kt ₂
13. P—QB ₃	Kt—B ₄
14. Kt—B ₇ , with a winning game.	

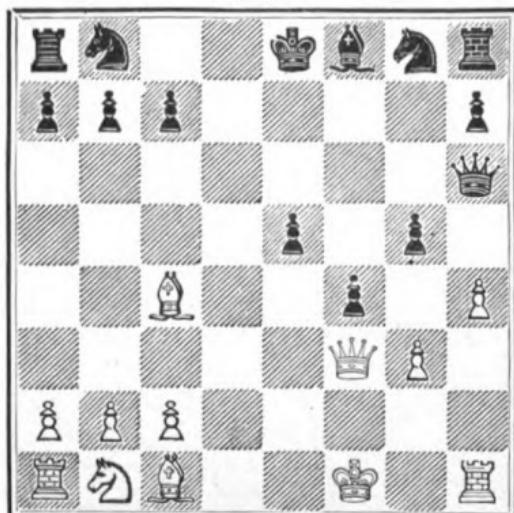
GAME LXIII.

BISHOP'S GAMBIT.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $P-KB_4$	$P \times P$
3. $B-B_4$	$Q-R_5 ch.$
4. $K-B_1$	$P-Q_3$
5. $Kt-KB_3$	$B-Kt_5$
6. $P-Q_4$	$Q-R_3$
7. $P-KKt_3$	$P-KKt_4$
8. $P-KR_4$	$P-KB_3$
9. $P-K_5$	$QP \times P$
10. $QP \times P$	$P \times KP$
11. $Q-Q_5$	$B \times Kt$
12. $Q \times B$	

(Position as Fig. 75.)

Black.



White.

FIG. 75.

Position after
White's 12th
Move.

White.	Black.
12.	P—B ₃ *
13. RP × P	Q × P
14. P × P	P × P
15. B × P	Q—B ₃
16. Kt—B ₃	B—R ₃
17. R—K ₁ ch.	

(Position as Fig. 76.)

* "If, instead of this move, Black play 12. Q to QB₃, you should play :—

13. KB to adverse Q fourth Q takes QBP (or A) or (B) square

14. Kt to QB third square If he advance the QBP one square, or play QKt to QB third square, he will lose the Q by your playing KB to K fourth square, but if he play KKtP one square—

15. Q takes P	Q to adverse Q third square and checks
---------------	---

16. K to his Kt second square	Must lose a piece.
-------------------------------	--------------------

(A)

13.	Q to QKt fourth square and checks
-------------	--------------------------------------

14. QBP two squares	Q to QB fourth square
---------------------	-----------------------

15. KB takes QKtP	Q takes P and checks
-------------------	----------------------

16. K to KKt second square	KP one square
----------------------------	---------------

17. KR to K square, &c.	
-------------------------	--

(B)

13.	Q to QR third square and checks
-------------	------------------------------------

14. QBP two squares	QBP one square
---------------------	----------------

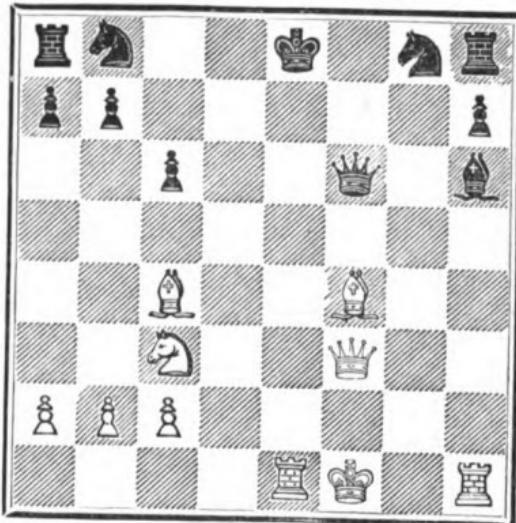
15. Q to adverse KR fourth square and checks	K to Q square
--	---------------

16. KB takes KKt	KR takes KB
------------------	-------------

17. Q to adverse KB second square	KR to its square
-----------------------------------	------------------

18. It would not be good play to check with the Q and then take KR ; you should play KR to its second square, and you will have the best of the game." (LEWIS.)

Black.



White.

FIG. 76

Position after
White's 17th
Move.

White.

Black.

- | | |
|------------------|-------------------|
| 17. . . . | K—B ₁ |
| 18. B × B ch. | Kt × B |
| 19. Q × Q ch. | Kt—B ₂ |
| 20. Q × Kt mate. | |

VARIATION A.

Repeat Moves to White's 17th inclusive.

(Position as Fig. 76.)

- | | |
|--------------------------|------------------|
| 17. . . . | K—Q ₁ |
| 18. R × B | Kt × R |
| 19. B—B ₇ ch. | K × B |
| 22, Q × Q, and wins, | |

VARIATION B.

Repeat as before to White's 17th Move inclusive.

(Position as Fig. 76.)

White.

Black.

- | | |
|--------------------------|------------------|
| 17. | K—Q ₂ |
| 18. Q—Q ₃ ch. | K—Br |
| 19. R—K ₈ ch. | Q—Q ₁ |
| 20. Q × Q mate | |

GAME LXIV.

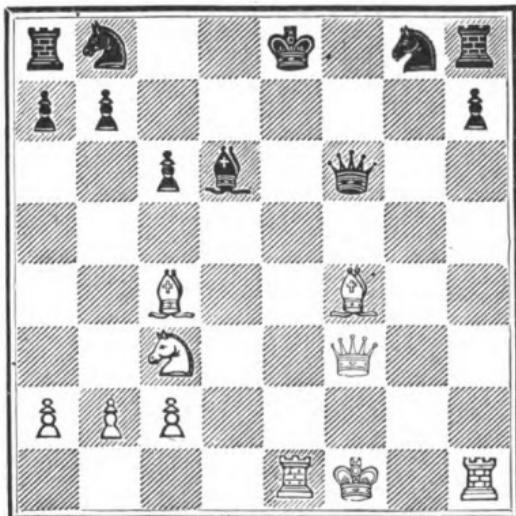
BISHOP'S GAMBIT.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $P-KB_4$	$P \times P$
3. $B-B_4$	$Q-R_5\ ch.$
4. $K-B_1$	$P-Q_3$
5. $Kt-KB_3$	$B-Kt_5$
6. $P-Q_4$	$Q-R_3$
7. $P-KKt_3$	$P-KKt_4$
8. $P-KR_4$	$P-KB_3$
9. $P-K_5$	$QP \times P$
10. $QP \times P$	$P \times KP$
11. $Q-Q_5$	$B \times Kt$
12. $Q \times B$	$P-B_3$
13. $RP \times P$	$Q \times P$
14. $P \times P$	$P \times P$
15. $B \times P$	$Q-B_3$
16. $Kt-B_3$	$B-Q_3$
17. $R-K_1\ ch.$	

(Position as Fig. 77.)

17. $K-Q_1$ (*or Q₂*)
 18. $R-Q_1$, at next move capturing B, with a
 winning game.

Black.



White.

FIG. 77.

Position after
White's 17th
Move.

VARIATION A.

Repeat Moves to White's 17th inclusive.

(Position as Fig. 77.)

White.	Black.
17.	Kt—K ₂
18. Kt—K ₄	Q × B
19. Kt × B ch.	Q × Kt
20. R—R ₆	Q × R*
21. Q—B ₇ ch.	K—Q ₁
22. Q × Kt ch.	K—B ₁
23. B—K ₆ ch.	Kt—Q ₂
24. Q × Kt ch.	K—Kt ₁
25. Q—Q ₆ mate.	

* If 20. R—B₁; 21. Q × R ch., followed by 22. R × Q.

VARIATION B.

Repeat Moves to White's 17th inclusive.

(Position as Fig. 77.)

White.

- 17.
- 18. $Kt-K_4$
- 19. $Kt \times B$ ch.
- 20. $R-R_6$
- 21. $Q-R_5$ ch.
- 22. $R-Q_1$
- 23. $B \times Kt$
- 24. $K-K_1$
- 25. $B-Kt_2$ dis. ch.
- 26. $Q-R_3$ ch.
- 27. $R \times RP$
- 28. $Q \times Kt$ ch.
- 29. $Q-B_7$ mate.

Black.

- $Kt-K_2$
- $Q \times B$
- $Q \times Kt$
- $Q-Q_2$
- $K-Q_1$
- $Kt-Q_4$
- $R-B_1$ ch.
- $Q-Kt_2$ ch.
- $K-B_1$
- $Kt-Q_2$
- $Q \times P^*$
- $K-K_1$

VARIATION C.

Repeat Moves as before to White's 17th inclusive.

(Position as Fig. 77.)

- 17.
- 18. $Kt-K_4$
- 19. $Kt-Q_6$ ch.

- $B-K_2$
- $Q \times P$

(Position as Fig. 78.)

- 19.
- 20. $B-R_6$ mate.

- $K-B_1$

* Black has nothing better. He cannot protect both Q and Kt.

Black.

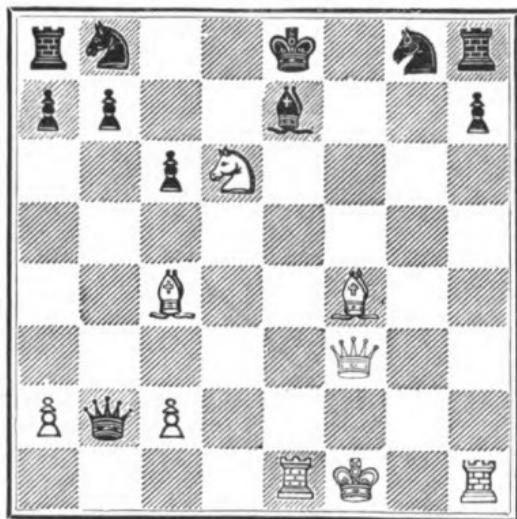


FIG. 78.

Position after
White's 19th
Move.

White.

VARIATION D.

Repeat Moves to White's 19th inclusive.

(Position as Fig. 78.)

White.	Black.
19. . . .	K—Q ₂
20. Q—Kt ₄ ch.	K—Q ₁
21. Q—B ₈ mate.	

VARIATION E.

Repeat as Var. D to White's 20th Move inclusive.

20. . . .	K—B ₂
21. Kt—B ₈ dis. ch.	K—Q ₁
22. R—Q ₁ ch.	K—K ₁
23. Q—R ₅ ch.	K—B ₁
24. Q—B ₇ mate.	

N

GAME LXV.

BISHOP'S GAMBIT.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $P-KB_4$	$P \times P$
3. $B-B_4$	$B-K_2^*$
4. $P-Q_4$	$B-R_5$ ch.
5. $K-B_1$	$P-KKt_4$
6. $P-KKt_3$	$P \times P$
7. $P \times P$	$B \times P$
8. $Q-R_5$	$Q-B_3$ ch.
9. $Kt-KB_3$	$P-Q_3^\dagger$
10. $QB \times P$	$Q-Kt_3$
11. $Q \times Q$	$BP \times Q$
12. $B \times Kt$	$R \times B$
13. $K-Kt_2$, captures B, with a winning game.	

* This move is a familiar defence in the King's Knight's Gambit, though it is at the present day regarded as unsound. In the Bishop's Gambit it has never been a recognised defence.

† "KB to adverse KB fourth square is a better move." (LEWIS.)

G A M E L X V I.

BISHOP'S GAMBIT.

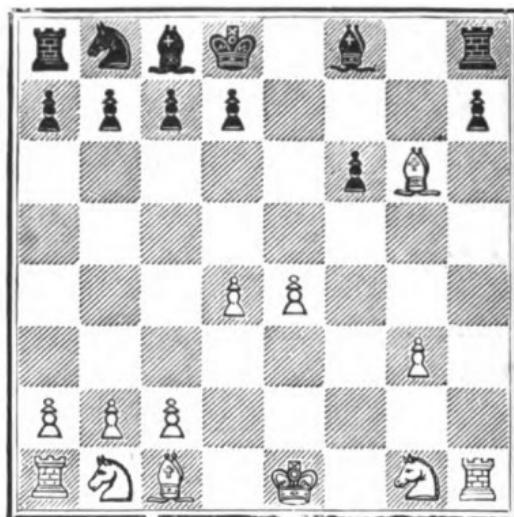
White.	Black.
1. $P-K4$,	$P-K4$
2. $P-KB4$	$P \times P$
3. $B-B4$	$Kt-K2^*$
4. $Q-B3$	$Kt-Kt3$
5. $P-Q4$	$Q-R5$ ch.
6. $P-KKt3$	$P \times P$
7. $B \times P$ ch.	$K-Q1$
8. $P \times P$	$Q-B3$
9. $Q \times Q$	$P \times Q$
10. $B \times Kt$, with a winning game.†	

(Position as Fig. 79.)

* A weak move. The check with the Q at $R5$, followed by $P-KKt4$, is preferable.

† Obviously, Black cannot retake with P , because of 11. $R \times R$. He is, therefore, a piece *minus*, besides having two isolated pawns, while White will presently castle on Q side, with a very strong attack.

Black.



White.

FIG. 79.

Position after
White's 10th
Move.

GAME LXVII.

KING'S GAMBIT DECLINED.

White.	Black.
1. P—K4	P—K4
2. P—KB4	Kt—KB3*

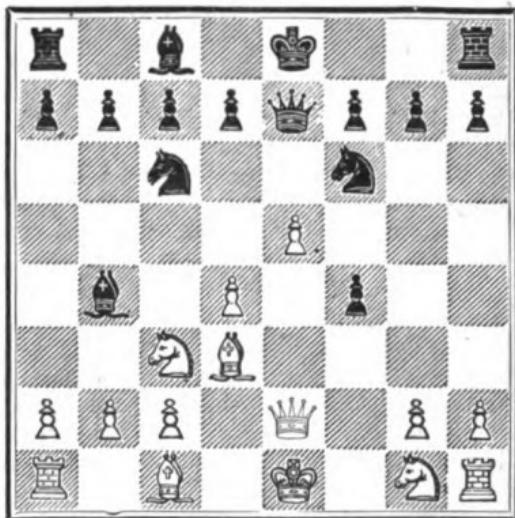
- * The earlier chess writers recommended that Black should take the Gambit Pawn, and endeavour to retain it. Lasker ('Common Sense in Chess,' p. 18) advises as follows :—"When you are conscious not to have violated the rules laid down, you should accept the sacrifice of an important pawn, as the KP, QP, or one of the BPs. If you do not, as a rule, the pawn which you have rejected will become very troublesome to you. Do not accept the sacrifice, however, with the idea of maintaining your material advantage at the expense of development. Such policy never pays in the end. By far the better plan is to give the pawn up after your opponent has made some exertions to gain it. By the same process, through which your opponent has achieved greater scope for his pieces, you will then always be able to recoup yourself, and, as a rule, be a gainer in the bargain."

To accept the Gambit is, no doubt, the best possible advice for the Chess Master, who may be presumed to be equally conversant with every form of attack and defence ; but as between amateurs, the offering of a Gambit is usually an indication that White knows, or believes himself to be, strong in that particular form of Opening, and if Black has not the correct defences at his fingers' ends, he may be well advised in changing the form of the attack by declining the Gambit. The approved modes of doing this in the case of the King's Gambit are by 2. . . . B—B4, or 2. . . . P—Q4. The text-move and P—Q3 (which is also played) are usually regarded as less satisfactory. 2. . . . Kt—KB3 has, however, the approval of Mr. Gunsberg, who says of it ('Chess Openings,' p. 48) : "To those desiring perfect safety this move should

White.	Black.
3. Kt—QB ₃	P × P
4. P—Q ₄	B—Kt ₅
5. B—Q ₃	Q—K ₂
6. Q—K ₂	Kt—QB ₃
7. P—K ₅	

(Position as Fig. 80.)

Black.



White.

FIG. 80.

Position after
White's 7th
Move.

prove useful, particularly in connection with Black's fourth move, Kt—Kt₄, the invention of Mr. Barbour, of Philadelphia." The example given runs as follows :—1. $\frac{P-K4}{P-K4}$;

2. $\frac{P-KB4}{Kt-KB3}$; 3. $\frac{P \times P}{Kt \times P}$; 4. $\frac{Kt-KB3}{Kt-Kt4}$; 5. $\frac{P-Q4}{Kt \times Kt \text{ ch.}}$;
6. $\frac{Q \times Kt}{Q-R5 \text{ ch.}}$; 7. $\frac{Q-B2}{Q \times Q}$; 8. $\frac{K \times Q}{Kt-B3}$; 9. $\frac{P-B3}{P-Q3}$.

Game LXVII. is not strictly an example of the Gambit declined, the Pawn being actually taken a move later.

White.	Black.
7.	Kt × QP
8. P × Kt	Kt × Q
9. P × Q	Kt × QKt
10. P—QR ₃	B—R ₄
11. B—Q ₂ , with a winning game.	

VARIATION A.

Repeat Moves to White's 7th inclusive.
(Position as Fig. 80.)

7.	Kt—Q ₄
8. B—Q ₂	Kt × QP
9. Kt × Kt	Q—R ₅ ch.*
10. P—KKt ₃	P × P
11. Q—Kt ₂	P × P dis. ch.
12. K—Br	P × Kt, bec. Q ch.
13. Q × Q	Q—Qi
14. Q × P	R—Bi
	(Position as Fig. 81.)
15. Kt—B ₆ ch.†	K—K ₂

* "If instead of this move he were to take your QB, you must take his B with your King." (LEWIS.)

† "You might also play as follows:—

15. QB to adv. KKt fourth If he play KB to K second square, you will evidently win the Q, therefore—
KBP one square

16. KB to adv. KKt third P × B
square, check

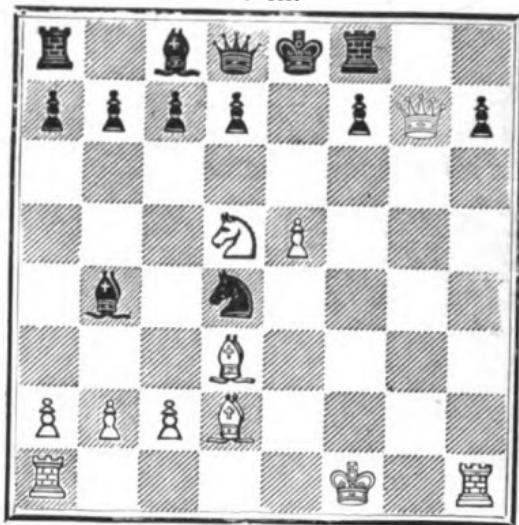
17. Q × P ch. KR—KB second
18. KR to adv. KR square, KB interposes
check

19. KR takes KB, check K takes R
20. QB checks K to his square

21. Q to adv. KKt square, KR interposes
check

22. Q takes R, and checkmates." (LEWIS.)

Black.



White.

FIG. 81.

Position after
Black's 14th
Move.

- White.
16. B × B ch.
 17. P × P ch.
 18. Kt—Q5 ch.
 19. Q × Kt
 20. B—Kt5 ch.
 21. Q—K4 ch.
 22. Q × Q mate.

- Black.
- P—Q3
 - P × P
 - K—K1
 - B—K3
 - B—Q2
 - Q—K2

GAME LXVIII.

KING'S GAMBIT DECLINED.

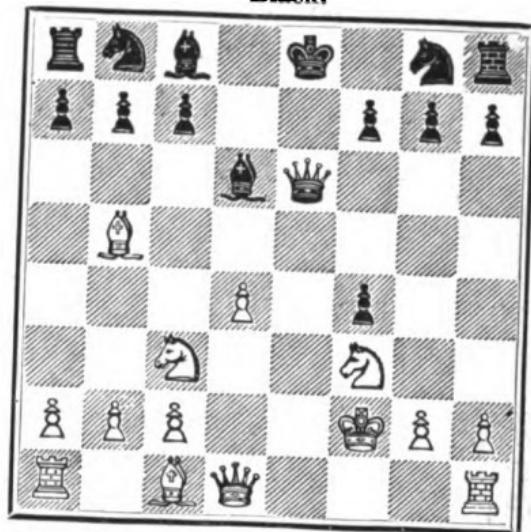
White.	Black.
1. <i>P—K₄</i>	<i>P—K₄</i>
2. <i>P—KB₄</i>	<i>P—Q₄</i>
3. <i>KP × P</i>	<i>Q × P*</i>
4. <i>Kt—QB₃</i>	<i>Q—K₃</i>
5. <i>Kt—KB₃</i>	<i>P × P dis. ch.</i>
6. <i>K—B₂</i>	<i>B—B₄ ch.</i>
7. <i>P—Q₄</i>	<i>B—Q₃†</i>
8. <i>B—Kt₅ ch.</i>	
(Position as Fig. 82.)	
8.	<i>K—B₁ (or Q₁)‡</i>
9. <i>R—K₁</i>	<i>Q—B₄</i>
10. <i>R—K₈ mate.</i>	

* 3. *P—K₅* constitutes the Falkbeer Counter Gambit, regarded by many as the more effective defence.

† Black should play 7. *B—K₂*, closing the K file.

‡ If 8. *P—QB₃*, White still plays 9. *R—K₁* and captures *Q*.

Black.



White.

FIG. 82

Position after
White's 8th
Move.

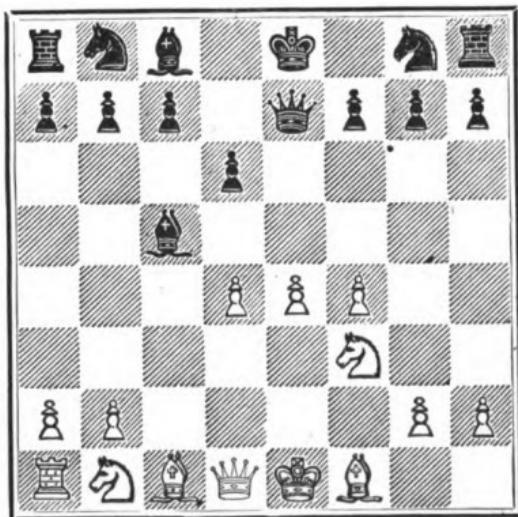
GAME LXIX.

KING'S GAMBIT DECLINED.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $P-KB_4$	$B-B_4$
3. $Kt-KB_3$	$P-Q_3$
4. $P-QB_3$	$Q-K_2$
5. $P-Q_4$	$P \times QP$
6. $P \times P$	

(Position as Fig. 83.)

Black.



White.

FIG. 83.

Position after
White's 6th
Move.

White.	Black.
6.	Q × P ch.*
7. K—B ₂ †	B—QKt ₅
8. P—QR ₃	B—R ₄
9. P—QKt ₄	B—Kt ₃
10. B—Kt ₅ ch.	K—B ₁ or Q ₁ ‡
11. R—K ₁	Q—KB ₄
12. R—K ₈ mate.	

* "Black loses the game by this move. He ought to have checked with the KB." (LEWIS.)

† "Many players would think this a bad move, and instead of it would interpose KB or Q; the remaining moves show how decidedly better it is to move K, as Black cannot now avoid the loss of a piece." (LEWIS.)

‡ If 10. . . . P—B₃; or Kt—B₃, White still plays 11. R—K₁, and wins Q.

GAME LXX.

GRECO COUNTER GAMBIT.*

White.	Black.
1. P—K ₄	P—K ₄
2. Kt—KB ₃	P—KB ₄ †
3. Kt × P	Q—K ₂ ‡

* From the fact that this and the Calabrese Gambit are named after Greco, it is generally believed that they appear for the first time in his work, and that to him is to be ascribed the credit of their invention. As a matter of fact, however, both are found in the earlier work of Polerio (1575-1600), by whom the Greco Counter Gambit is ascribed to Leonardo da Cutri.

† This move, following White's 2. Kt—KB₃, constitutes the Greco Counter Gambit. When the same move follows 2. B—B₄ it is known as the Calabrese Counter Gambit, of which an example will be found in Game LXXIII.

Freeborough says of the Greco Counter : " This Counter Gambit dates from the early part of the seventeenth century. It has chiefly been favoured by players remarkable for dash and brilliancy. It is founded on the maxim that the strongest defence is a counter attack. It is theoretically unsound, being a variation of the King's Gambit played by the second player with a move behind. Nevertheless, some of its variations give rise to interesting and intricate manoeuvring. It appears to have held its ground, as a fair reply to 2. Kt—KB₃, until a comparatively recent period." ('Chess Openings, Ancient and Modern,' p. 24.)

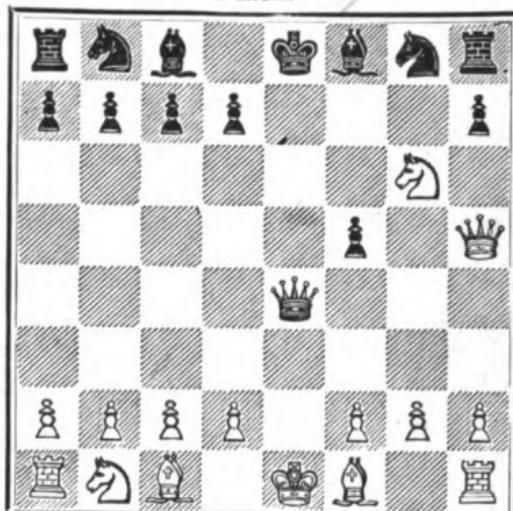
‡ If 3. . . . Q—B₃, then 4. $\frac{P—Q_4}{P—Q_3}$; 5. $\frac{Kt—QB_4}{P \times P}$;

6. Kt—QB₃, and White has the advantage. (VON DER LASA.)

- | | |
|--------------------------|--------------------|
| White. | Black. |
| 4. Q—R ₅ ch.* | P—KKt ₃ |
| 5. Kt × KtP | Q × P ch. |

(Position as Fig. 84.)

Black.



White.

FIG. 84.

Position after
Black's 5th
Move.

- | | |
|-----------------------|-----------------------|
| 6. K—Q ₁ | Kt—KB ₃ |
| 7. Q—R ₃ † | P × Kt |
| 8. Q × R | Kt—Kt ₅ |
| 9. Q—R ₄ | Kt—K ₆ ch. |
| 10. QP × Kt | Q × Q, and wins. |

* "It would be better to play QP two squares." (LEWIS.)

† Or 7. $\frac{Q—R_4}{Kt—Kt_5}$; 8. $\frac{P—KB_3}{P \times Kt}$; 9. $\frac{Q—Kt_3}{B—Q_3}$. (VON DER LASA.)

VARIATION A.

Repeat Moves to Black's 5th inclusive.

(Position as Fig. 84.)

White.	Black.
6. B—K ₂	Kt—KB ₃
7. Q—R ₄	Q × KtP
8. Kt × R*	Q × R ch.
9. B—B ₁	Q—K ₅ ch.
10. Q × Q	P × Q
11. B—B ₄ †	P—Q ₄
12. B—Kt ₅ ch.	P—QB ₃
13. B—K ₂	B—Kt ₂ , captures Kt, and should win.

VARIATION B.

Repeat Moves as before to Black's 5th inclusive.

(Position as Fig. 84.)

6. B—K ₂	Kt—KB ₃
7. Q—R ₃	P × Kt
8. Q × R	Q × KtP
9. R—B ₁	K—B ₂
10. B—B ₄ ch.‡	P—Q ₄

* "If White in place of this move had played R—B₁, he would have had the better game." (DUFRESNE.)

† "This is one of the worst moves the White can play, as the Black, by advancing QP two squares, forces the B to remove, and at the same time releases his own QB." (LEWIS.)

‡ A very ill-advised move. It assists Black's development. The B is at once driven back, and White's Q remains in danger. The Q should have been placed in safety at R₄.

White.	Black.
11. B—K ₂	Kt—QB ₃
12. P—QB ₃	B—Q ₂
13. P—Q ₄	Kt × P
14. P × Kt	B—Kt ₅ ch.
15. B—Q ₂	B × B ch.
16. Kt × B	R × Q, and wins.

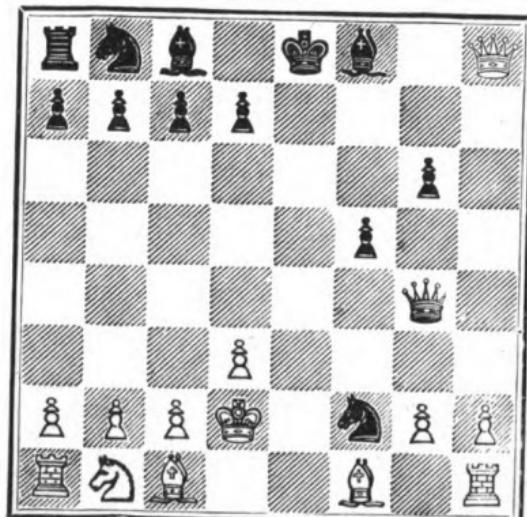
GAME LXXI.

GRECO COUNTER GAMBIT.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $Kt-KB_3$	$P-KB_4$
3. $Kt \times P$	$Q-K_2$
4. $Q-R_5\ ch.$	$P-KKt_3$
5. $Kt \times KtP$	$Q \times P\ ch.$
6. $K-Q_1$	$Kt-KB_3$
7. $Q-R_3$	$P \times Kt$
8. $Q \times R$	$Kt-Kt_5$
9. $P-Q_3$	$Kt \times BP\ ch.$
10. $K-Q_2$	$Q-Kt_5$

(Position as Fig. 85.)

Black.



White.

FIG. 85.

Position after
Black's 10th
Move.

o

White.	Black.
11. B—K ₂ *	Q—B ₅ ch.
12. K—QB ₃	Q—QKt ₅ mate.

VARIATION A.

Repeat Moves to Black's 10th inclusive.

(Position as Fig. 85.)

11. B—K ₂	Q—B ₅ ch.
12. K—K ₁	Q × B ch.
13. K × Kt	Q × R, and wins.

VARIATION B.

Repeat as before to Black's 10th Move inclusive.

(Position as Fig. 85.)

11. R—Kt ₁	Q—Q ₈ ch.
12. K—K ₃	Kt—Kt ₅ ch.
13. K—Q ₄	Q × QB, and wins.

VARIATION C.

Repeat as before to Black's 10th Move inclusive.

(Position as Fig. 85.)

11. Q—K ₅ ch.	K—B ₂
12. Q—Q ₅ ch.	K—Kt ₂
13. Q—K ₅ ch.	K—R ₂
14. R—Kt ₁	Q—Q ₈ ch.
15. K—K ₃ †	Kt—Kt ₅ ch., and wins Q.

* "11. Kt—QB₃ was the proper move." (DUFRESNE.)

† If 15. K—QB₃, then 15. . . . B—Kt₂, winning Q.

GAME LXXII.

GRECO COUNTER GAMBIT.

White.	Black.
1. $P-K_4$	$P-K_4$
2. $Kt-KB_3$	$P-KB_4$
3. $P \times P^*$	$P-K_5$
4. $Kt-K_5$	$Kt-KB_3$
5. $P-KKt_4$	$P-Q_3\ddagger$
6. $Kt-QB_4$	$P-KR_3\ddagger$
7. $B-KKt_2$	$P-Q_4$
8. $Kt-K_3\$$	$P-Q_5$
9. $Kt-QB_4$	$P-QKt_4$
10. $KKt-R_3$	$P-QR_3$
11. $P-Q_3$	$B-QKt_2$
12. $P \times P$	$Kt \times KP$
13. $Kt-Q_2$	$B-Kt_5$
14. $P-QB_3\parallel$	$P \times P$

* "Not a good move, as 3. . . . $P-Q_3$ may follow." (VON DER LASA.)

† "It would be better to play Q to K second square." (LEWIS.)

‡ "QP one square is a better move." (LEWIS.) Dufresne prefers $P-KR_4$.

§ "The Kt ought to be played to adverse K fourth square, and afterwards to adverse KKt third square." (LEWIS.)

|| This move only strengthens Black's attack. White should have played 14. Castles.

White.	Black.
15. Kt × Kt*	P × P dis. ch.
16. B—Q ₂	B × B ch.
17. Kt × B	B × B
18. R—KKt ₁	P × R bec. Q
19. Q × Q	Castles
20. R × B	Q—K ₂ ch.
21. K—B ₁	Q × Kt, and wins.

* "Here he should have played P × P." (DUFRESNE.)

GAME LXXIII.

CALABRESE COUNTER GAMBIT.*

White.	Black.
1. P—K4	P—K4
2. B—B4	P—KB4
3. B × Kt†	R × B
4. Q—R5 ch.	P—Kt3
5. Q × RP	R—Kt2
6. Q—R8	Q—Kt4
7. Q—R3	P × P
8. Kt—QB3	Q—B4
9. Q—K3	R—B2

* See note on the Greco Counter Gambit, p. 189. Of the 'Calabrese,' constituted by 2. P—KB4 following 2. B—B4. Mason ('Chess Openings,' p. 50) says, "2. P—KB4 is inferior" (to the Berlin Defence, 2. Kt—KB3) "as might be readily supposed; for then 3. P—Q3, Kt—KB3; 4. P—B4, &c., or simply, 3. Kt—KB3, transposing into the Greco Counter Gambit, with excellent prospects for White. Besides, 3. B × Kt, R × B; 4. Q—R5 ch., P—Kt3; 5. Q × RP, R—Kt2; 6. Q—R6, &c., seems a tolerably good line of play." It will be observed that the last quoted line of play, to Black's fifth move inclusive, corresponds with the text. White's sixth move, Q—R8, is of doubtful expediency. Q—R3 at once would be preferable.

† "The capture of the Kt is disadvantageous. The development of a piece, or 3. P—Q3, would have given White the better position." (DUFRESNE.)

White.

10. Kt—KR₃

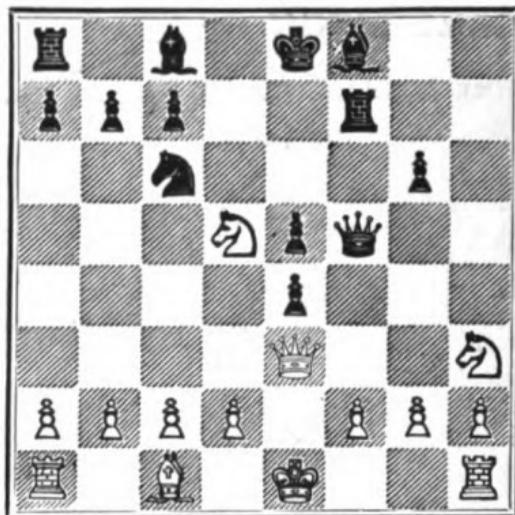
11. Kt × QP

Black.

P—Q₄Kt—QB₃

(Position as Fig. 86.)

Black.



White.

FIG. 86.

Position after
Black's 11th
Move.

12. P—QB₃*B—K₃13. P—QB₄*Kt—Q₅14. Q—QB₃Q—Kt₅

15. Castles†

Kt—K₇ ch., and
wins Q.

* "If he were to play the Kt to QKt fourth square, Black should take it with the B, and then play QKt to adverse Q fourth square." (LEWIS.)

† If 15. K—B₁, 15. . . . Q—Q₈ mates. If 15. Q—K₃, then 15. . . . Kt—B₇ ch. wins Q. If 15. P—KB₃, 15. . . . Q × KtP again threatens mate at K₇.

GAME LXXIV.

COUNTER GAMBIT (IRREGULAR).

White.	Black.
1. P—K4	P—K4
2. P—KB4	P—KB4
3. KP × P*	Q—R ₅ ch.
4. P—KKt ₃	Q—K ₂
5. Q—R ₅ ch.	K—Q ₁
6. P × P	Q × P ch.
7. B—K ₂	Kt—KB ₃
8. Q—B ₃	P—Q ₄
9. P—KKt ₄ †	P—KR ₄
10. P—KR ₃	P × P
11. P × P	R × R
12. Q × R	Q—Kt ₆ ch.
13. K—Q ₁	Kt × P
14. Q × P ch.‡	B—Q ₂
15. Kt—KB ₃	Kt—B ₇ ch.
16. K—K ₁	Kt—Q ₆ double ch.
17. K—Q ₁	Q—K ₈ ch.
18. Kt × Q	Kt—B ₇ mate.§

* White should check with the Q at adverse KR fourth square, and if Black interpose the P, the Q should be moved to K second square." (LEWIS.)

† "As White cannot ultimately defend the Gambit Pawn it would be better to play QBP one square." (LEWIS.)

‡ "This is the decisive mistake. 14. B × Kt, followed by 15. Kt—KB₃, would have much improved White's game." (DUFRESNE.)

§ A neat example of "smothered mate." For another specimen, see Game XII.

GAME LXXV.

QUEEN'S GAMBIT (ACCEPTED).*

White.	Black.
1. P—Q4	P—Q4
2. P—QB4	P × P
3. P—K3†	P—QKt4‡

* “The Queen's Gambit is found in some of the oldest chess works (*circa* 1500), and would appear therefore to be of earlier invention than the King's Gambit. At the present day it is usually declined by 2. . . . P—K3, but this mode of play is not noticed by Greco, who, on the other hand, in 1621, expressly advises that the difficulties of the Gambit should be evaded by 2. . . . P—QB4 (see Game LXXVII.). In his later manuscripts and in the older printed versions (the games of which are, as a rule, unaccompanied by any commentary) this observation does not appear.” (VON DER LASA.)

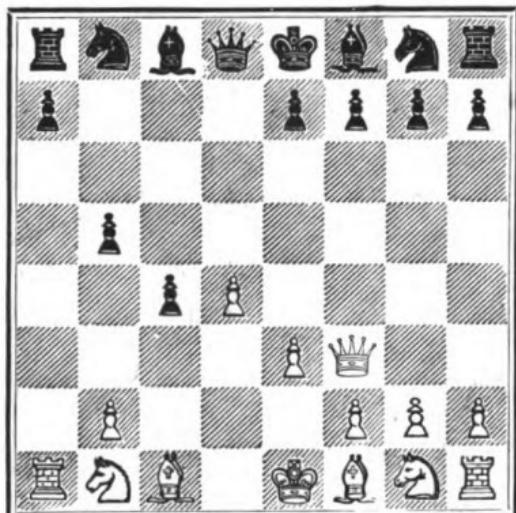
† Lewis advises P—K4 at this point. (See next Game.) There is, however, ample authority for the text-move, which was largely played by the older chess masters when accepting this Gambit, as it was formerly the custom to do. Macdonnell adopted it frequently in his matches with Labourdinais. In any case, however, the Gambit Pawn cannot be safely maintained, and at the present day the Gambit is almost invariably declined.

‡ This is a very bad move, and in fact loses the game for Black. No skilled player at the present day endeavours to support the Pawn. 3. . . . P—K4 is the accepted reply, and if 4. P × P, 4. . . . Q × Q may be played.

- White. Black.
4. P—QR₄ P—QB₃*
 5. P × P P × P
 6. Q—KB₃, winning a piece.†

(Position as Fig. 87.)

Black.



White.

FIG. 87.

Position after
White's 6th
Move.

* Other methods of endeavouring to support the Gambit Pawn are equally futile. If, for example, to White's 4. P—QR₄ Black replies B—Q₂, then 5. P × P, B × P; 6. P—QKt₃, and the Pawn must fall. If 6. . . . Q—Q₄, then 7. P × P, B × P; 8. Q—R₄ ch., and White wins the B (taking with Q, so as not to leave the KKtP unguarded).

If Black weakly endeavours to support his KtP by 4. . . . P—QR₃, then 5. P × P, and Black cannot retake, or he would lose his R.

† 6. . . . Kt—QB₃ is Black's best reply, followed (after 7. Q × Kt ch.) by B—Q₂, but Black has in any case a lost game.

GAME LXXVI.

QUEEN'S GAMBIT (ACCEPTED).

White.	Black.
1. $P-Q_4$	$P-Q_4$
2. $P-QB_4$	$P \times P$
3. $P-K_4$	$P-QKt_4^*$
4. $P-QR_4$	$P-QB_3$
5. $P \times P$	$P \times P$
6. $P-QKt_3$	$P-QR_4$
7. $P \times P$	$P-QKt_5†$
8. $P-Q_5$	$P-K_3$
9. $Kt-Q_2$	$P \times P$
10. $KP \times P$	$B-QB_4‡$
11. $Kt-QKt_3$	$B-Kt_3$
12. $P-QB_5$	$Q-K_2$ ch.
13. $Q-K_2$	$Q \times Q$
14. $B \times Q$	$B-Q_1$
15. $B-Kt_5$ ch.	$K-B_1$
16. $P-B_6$	$B-QKt_3$
17. $B-K_3$	$B \times B§$

* See note on previous Game.

† "The best move to equalise the game at this point is 7. . . . P-K₄, and if 8. P × KP, 8. . . . B-Kt₅ ch." (VON DER LASA.)

‡ "This is not well played; QKt to Q second square is much better." (LEWIS.)

§ This is an ill-advised move, as it opens the KB file to White's R, and at the same time enables him to strengthen his centre.

White.	Black.
18. P × B	Kt—KB3
19. P—Q6	P—KKt3*
20. P—Q7	B × P
21. P × B	Kt × P
22. B × Kt	Kt × B
23. R × P, with a winning game.	

* This also is a wasted move. Black should first have extricated his QB, and then released the KR.

GAME LXXVII.

QUEEN'S GAMBIT DECLINED.

White.	Black.
1. P—Q4	P—Q4
2. P—QB4	P—QB4*
3. QP × P	Q—R4 ch.†
4. Q—Q2	Q × Q ch.
5. Kt × Q	P × P
6. Kt × P	P—K3
7. Kt—Q6 ch.	B × Kt
8. P × B	Kt—KB3
9. P—KB3	Castles

* The modern method of declining the Gambit, by 2. P—K3, is preferable, but the text-move, which was that recommended by Salvio and Ponziani, is occasionally played by living masters, e.g. a game between Mason and Steinitz begins as follows:—1. $\frac{P—Q4}{P—Q4}$; 2. $\frac{P—QB4}{P—QB4}$; 3. $\frac{QP \times P}{Kt—QB3}$; 4. $\frac{Kt—KB3}{P—B3}$; 5. $\frac{P—K3}{P—K4}$, &c.

† “If, instead of this move, Black should take the P, White must check with the Q, and if the Black play QKt to Q second square, White must advance the P on the Kt; but if the Black play Q or QB to Q second, or QKt to QB third square, White must take the P with the Q, and will have the best of the game.” (LEWIS.) Another alternative for Black is 3. P—Q5, which is perhaps better than the check with Q.

White.	Black.
10. P—K ₄	P—K ₄
11. P—QKt ₃	R—Q ₁
12. B—R ₃	Kt—K ₁
13. R—Q ₁	B—K ₃ *
14. B—B ₄ †	B—Q ₂
15. P—KKt ₃	P—QKt ₄
16. B—Q ₅	B—QB ₃
17. B—QB ₅	B × B
18. R × B	Kt—Q ₂
19. P—QKt ₄	P—QR ₄ ‡
20. P—QR ₃	P × P
21. P × P	R—R ₈ ch.
22. K—B ₂	R—QB ₈
23. K—Kt ₂	Kt × B
24. P × Kt	P—Kt ₅
25. Kt—K ₂	R—B ₇
26. K—B ₂	P—Kt ₆
27. R—QKt ₁	P—Kt ₇
28. K—K ₁	P—KB ₃
29. K—Q ₁	R—B ₅
30. R × P	K—B ₂
31. R—Kt ₇ ch.	K—K ₃
32. R—K ₇ mate.	

* "QKt to QB third square is better." (LEWIS.)

† A good move. If Black exchanges Bishops, White is enabled to bring another P to the support of his valuable passed P. If Black allows White to exchange, he is left with a doubled Pawn, unsupported, in the centre.

‡ "It would be better to play QKt to its third square, and if White does not take the Kt it should be played to adverse QB fourth square." (LEWIS.)

Black.

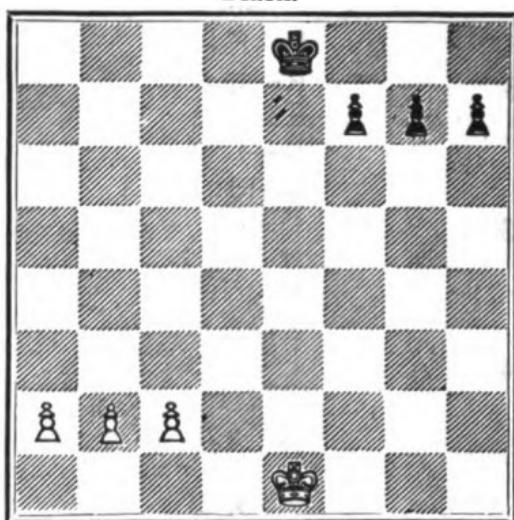


FIG. 88.

White to play
and Win. (See
opposite page.)

White.

Black.

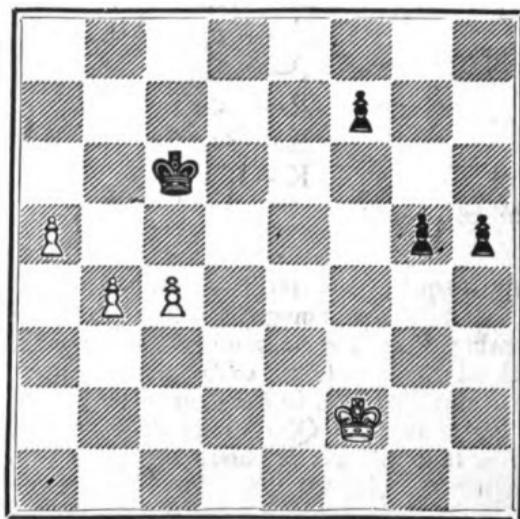


FIG. 89.

Position after
White's 5th
Move.

White.

END-GAMES.*

END-GAME No. I.

The best method of playing Pawns and King at the end of the game.

(Position as Fig. 88.)

SOLUTION.

White.	Black.
1. P—R4	K—Q ₂
2. P—R5	K—B ₃
3. P—B ₄	P—R ₄
4. P—Kt ₄	P—Kt ₄
5. K—B ₂	

(The position is now as Fig. 89.)

* For Nos. 7 to 13 inclusive of the End-Games following we are indebted to the research of Baron Heydebrand und Von der Lasa. The MS. of 1621 contained eight End-Games. In that of 1623, five of these were suppressed, and one new one substituted for them. In the early printed editions the number is six, and later editors, including Lewis and Sanson, have inserted these only, viz. Nos. 1 to 6 next following. It should be mentioned that several of the End-Games are not the invention of Greco himself, but have been traced to still earlier authorities.

† "This situation, if well played, is a drawn game; the method of drawing it is for both players to keep one of the Pawns unmoved, for he who moves all his Pawns first will

White.	Black.
5. . . .	$P-B4^*$
6. $K-Kt3$	$P-R5$ ch.

lose, because his adversary can gain the move by advancing the unmoved Pawn *one* or *two* squares." (LEWIS.) Freeborough, on the other hand ('Chess Endings,' pp. 71, 72), shows that White wins, with or without the move. If White has the move, the play may be as follows:—

1. $K-K2$	$K-Q2$
2. $K-B3$	$K-B3$
3. $P-R4$	$P-R4$
4. $P-B4$	$P-B4$

(If 4. . . . $K-B4$; 5. $P-R5$, and the Pawns can maintain themselves; if 4. . . . $P-R5$; 5. $K-Kt4$ or $K-Kt2$, to play thence $K-R3$.)

5. $K-Kt3$	$K-Kt3$ (to stop $P-R5$)
6. $P-Kt4$	$P-Kt4$

(After 6. . . . $P-Kt3$ or 6. . . . $K-Kt2$, White can win by 7. $P-R5$, as now played.)

7. $P-R5$ ch.	$K-R3$
8. $P-B5$	$P-R5$ ch.

(If 8. . . . $K-Kt4$, 9. $K-Kt2$.)

9. $K-R3$	$P-B5$
10. $P-B6$	$P-B6$
11. $P-Kt5$ ch.	$K-R2$
12. $P-B7$	$P-Kt5$ ch.
13. $K \times KtP$	$P-B7$
14. P queens	P queens
15. $P-Kt6$, mate.	

If Black plays first: 1. $K-Q2$; 2. $P-R4$; 3. $P-R5$; 4. $K-Kt2$; 5. $K-R3$ (to force $P-Kt4$) $P-Kt4$; 6. $P-R5$ ($P-B4$ loses by 6. $K-Kt3$); 6. $K-Kt4$; 7. $P-Kt4$; 8. $P-B4$ ch.; 9. $P-B5$, and wins.

* This is the move which loses the game.

White.	Black.
7. K—R ₃	P—B ₅
8. K—Kt ₄	K—Kt ₂
9. P—Kt ₅ *	K—B ₂

Compare the following variations from the '*Handbuch.*'
(Position as Fig. 89.)

5.	P—R ₅
6. K—B ₃ (or A)	P—R ₆
7. K—Kt ₃	P—Kt ₅
8. K—R ₂	K—Kt ₂
9. K—Kt ₃ (If 9. P—B ₅ ?, P—B ₃ .)	K—R ₃
9.	P—B ₃
10. K—R ₂	P—B ₄
11. K—Kt ₃	P—B ₅
12. K—R ₂	K—Kt ₄ , and wins.
13. P—B ₅	(A) P—Kt ₅
6. K—Kt ₂	P—Kt ₆ ch.
7. K—R ₂	K—Kt ₂
8. K—Kt ₂	K—R ₃
9. K—R ₃	P—B ₃
10. K—Kt ₂	P—B ₄
11. K—B ₃	K—Kt ₄
12. P—B ₅	P—B ₅ , and wins.
13. K—Kt ₂	

* "This is a faulty move, by reason of which Black (by 9. K—B₂ or K—R₂) should have won. The correct move was 9. P—B₅. Greco continues—

9.	K—B ₂
10. P—B ₅	K—Kt ₂

By 10. K—Kt₁ Black could win." (VON DER LASA.)

Students of End-Games will doubtless have perceived that the problem in the text is identical, save in one particular (viz. that the White King in this case is placed on his own square instead of Q square), with the celebrated Pawn position of Szen, wherein the player moving first, whether White or Black, if conversant with the correct steps of the process, is enabled to win the game by force. Walker

White.	Black.
10. P—B ₅	K—Kt ₂
11. P—Kt ₆	K—Kt ₁
12. P—R ₆	K—R ₁
13. P—R ₇	K—Kt ₂
14. P—B ₆ ch.	K—R ₁
15. P—B ₇	K—Kt ₂
16. P—R ₈ , bec. Q	K × Q
17. P—B ₈ , bec. Q, mate.	

(‘Art of Chess Play,’ p. 289) gives an elaborate note on the Szen problem, which is worthy of the most careful study, as forming the key to many similar puzzles. With regard to the problem in the text, Mr. Walker has the note following (p. 292) :—

“Greco gives this as a won game for White, *if he have the move*, but the play advanced in support of his declaration is grossly inaccurate. Lewis correctly discovers that if White play as directed by Greco, Black can draw the game; but then jumps to the conclusion that the game is, by its nature, drawn; the method of drawing it being, says he, for ‘each player to leave one Pawn unmoved,’ &c. In Chess, as in everything else, time brings on its mellow fruits, and the opinions of one year may be scattered to the wind by the experience of the next. Greco’s position is, in truth, a won game for White, *both with and without the first move*.” Here follows an examination of Greco’s problem, as elucidated by the solution of the Szen position. The writer continues: “It is not unworthy of notice, that with the Pawns placed in the situations of Szen and Greco, if White King stand on his own square, and Black King on his Queen’s square, the party having the first move would win.”

END-GAME No. 2.*

(Position as Fig. 90.)

Black.

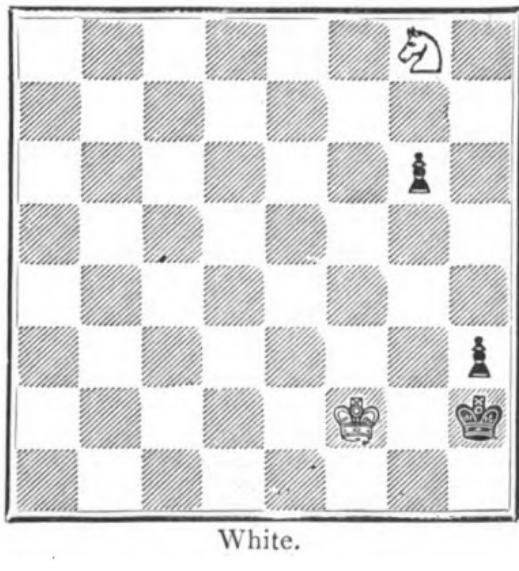


FIG. 90.

White to play
and Mate in
four Moves.†

* "This End-Game is not to be found in any of the known MSS. of Greco's work, but appears to have been borrowed from that of Salvio (1604)." (VON DER LASA.)

† As every chess player is aware, K and Kt are not a mating force against K alone, and a novice might not improbably imagine that where the adversary has pawns as well as K the case would be still more hopeless. But now and then, as in this example, Black's pawns, by shutting in his K, render mate by K and Kt not only possible, but easy. The position is worthy of attentive study.

SOLUTION.

White.	Black
1. Kt—B6	P—Kt4
2. Kt—Kt4 ch.	K—R8
3. K—B1	P—R7
4. Kt—B2 mate.*	

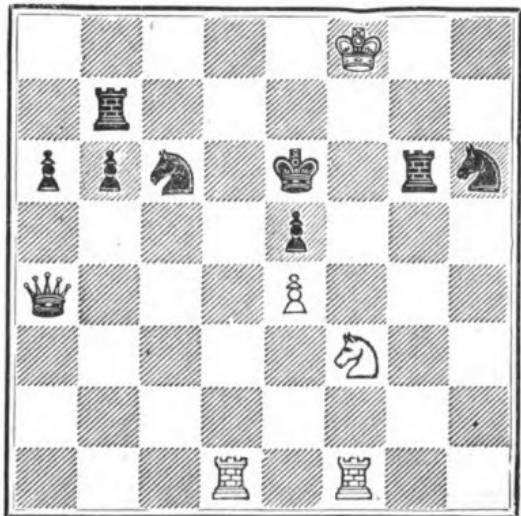
* The same result (save as to number of moves) follows, with proper play on the part of White, even though Black move first. Thus :—

1.	P—Kt4
2. Kt—B6	P—Kt5
3. Kt × P ch.	K—R8
4. K—B1	P—R7
5. Kt—B2 mate.	
If 2.	K—R8
3. Kt—Kt4	P—R7
4. Kt—K3	P—Kt5
5. Kt—B1	P—Kt6 ch.
6. Kt × P mate.	

END-GAME No. 3.

(Position as Fig. 91.)

Black.



White.

- White.
 1. Kt—Kt5 ch.
 2. R—B6 ch.
 3. R—Q6 mate.

Black.
 R × Kt
 K × R

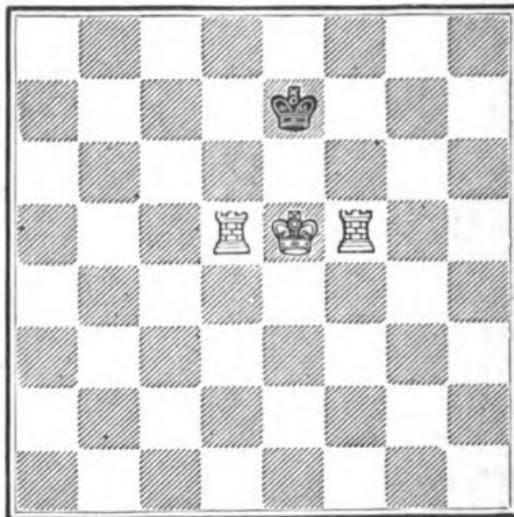
FIG. 91.

White to play
and Mate in
three Moves.

END-GAME No. 4.*

(Position as Fig. 92.)

Black.



White.

White.

1. R—B₁ (2, 3 or 4)
2. K—B₆
3. R—Q8 mate.

Black.

- | | |
|------------------|--|
| K—K ₁ | |
| K—B ₁ | |

FIG. 92.

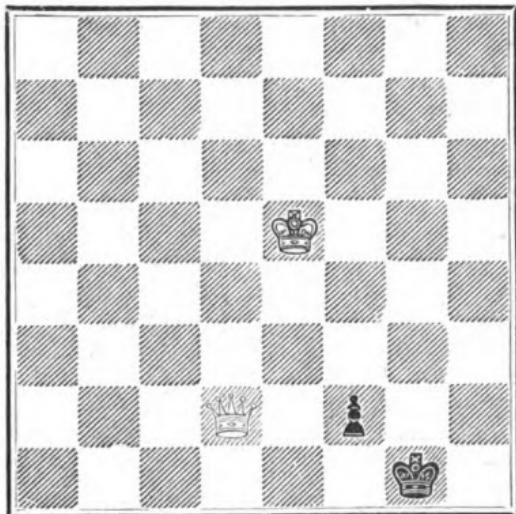
White to play
and Mate in
three, moving
each piece in
succession.

* It is stated by Von der Lasa that this End-Game, from the MS. of 1621, is not original, being also found in a Latin MS. by Guarinus, of the date 1512, and a still earlier French MS. of the 14th century, now in the Bibliothèque Royale of Brussels.

END-GAME No. 5.*

(Position as Fig. 93.)

Black.



White.

White must commence as follows; for if he played otherwise Black could obtain a forced drawn game.†

* This End-Game appears in the MSS. both of 1621 and 1623.

† Lewis says, referring to this note: "This is not strictly correct, for the White would win, though he play the Q to K third square, or to adverse KKt fourth square." In

FIG. 93.

White to move
and Win.

White.	Black.
1. K—B4	P—Kt8 (queens) ch.
2. K—Kt3, and mates next move.*	

this instance, however, the critic seems at fault. The principle in such cases is well stated by Walker. "In ordinary cases Q finds no difficulty in arresting the march of one P, supported by its K; but if such P have attained its seventh square, the struggle is by no means devoid of interest; the general principle in such cases being that Q will still win, should P be on either K's, Q's or Kt's file; but if the P be on B's file, or R's file, the game will be drawn, unless Q's royal consort be within a certain distance of P."

In the present case White has just time to bring his K within the limit, but if he play, say—

- If 2. Q x P, Black is stalemate;
If 2. Q-B3 ch. K-Kt8

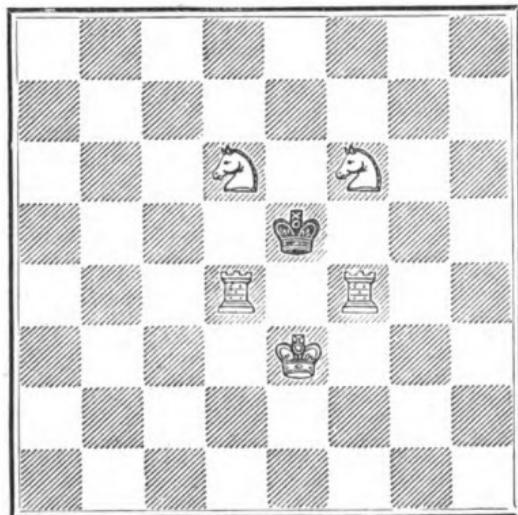
and so on indefinitely, however White may play, Black having only to take care that his K is either so placed as to protect the P, or at R8, when Q × P would draw the game. The same results will follow from 1. Q—Kt5 ch. In no way can White drive the Black K to B8, and so gain a move to bring his own K nearer.

* This is not absolutely correct, for Black can delay the mate by the sacrifice of his Q. He gains, however, only a respite of two moves.

END-GAME No. 6.*

(Position as Fig. 94.)

Black.



White.

1. Kt—B7 ch.
2. Kt—R7

Black.

- K—K₃
K—K₂

FIG. 94.

White to play
and Mate in
four Moves.†

* "This problem is borrowed from Damiano (1512), and is likely enough to be still older." (VON DER LASA.)

† The position of the White K is immaterial, so long as he is not so placed as to impede the moves of the other pieces.

- | | |
|--|---------|
| White. | Black. |
| 3. Kt—R6 | K moves |
| 4. R(B ₄)—K ₄ mate. | |

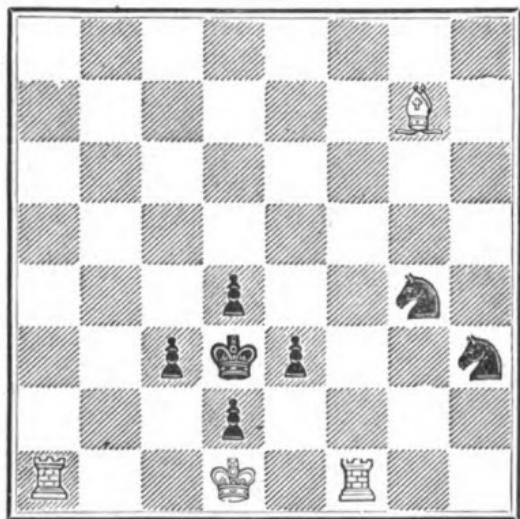
Mate may be effected in a similar way on the Q side, by

- | | |
|--|------------------|
| 1. Kt—Q ₇ ch. | K—K ₃ |
| 2. Kt—Kt ₇ | K—K ₂ |
| 3. Kt—Kt ₆ | K moves. |
| 4. R(Q ₄)—K ₄ mate. | |

END GAME No. 7.*

(Position as Fig. 95.)

Black.



White.

FIG. 95.

Black to play
and Mate in
five Moves with
the P on Q5.†

* This and the five following End-Games do not appear in any of the printed editions of Greco, save that of Von der Lasa (1859), from which we quote them. They are derived from the Florentine MS. of 1621.

† This problem is found in the writings of Salvio (1604) and Carrera (1617), and is in both instances attributed to Michele di Mauro, a still earlier master, said to have been the instructor of Salvio.

White.	Black.
1.	Kt(R3)—B7 ch.
2. R × Kt	P—K7 ch.
3. R × P	Kt—K6 ch.
4. R × Kt ch.	P × R
5. B × P (or any other move)	P—K7 mate.

END-GAME No. 8.

(Position as Fig. 96.)

Black.

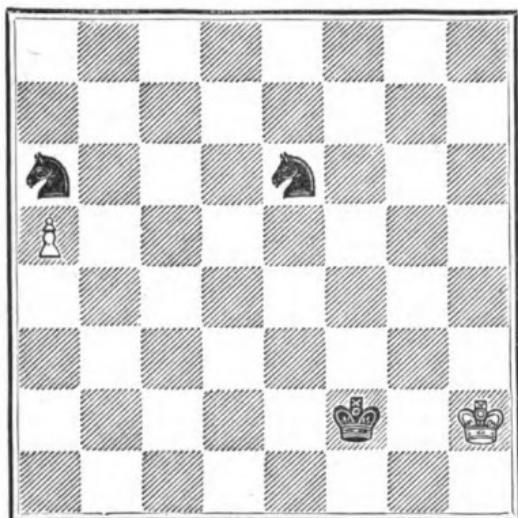


FIG. 96.

Black to move
and Mate in
seven.

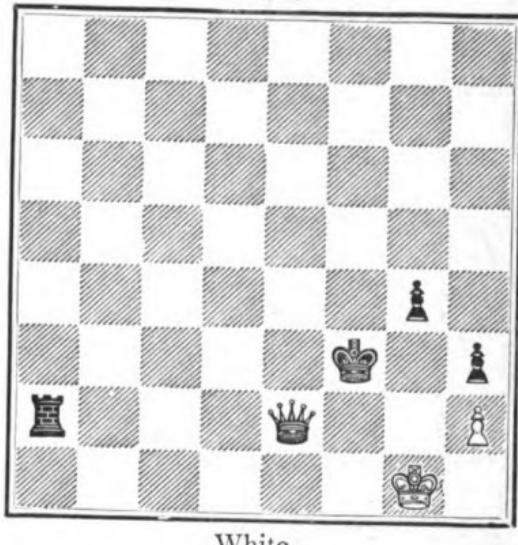
White.

White.	Black.
1.	Kt—Kt4
2. K—R1	Kt—B4
3. K—R2	Kt(B4)—K3
4. P—R6	Kt—B5
5. P—R7	Kt—B3 ch.
6. K—R1	Kt—K7
7. P—R8 (queens)	Kt—Kt6 mate.

END-GAME No. 9.

(Position as Fig. 97.)

Black.



White.

FIG. 97.

Black to play and
Mate in eleven
moves with KtP,
and without
capturing White's
RP.

White.

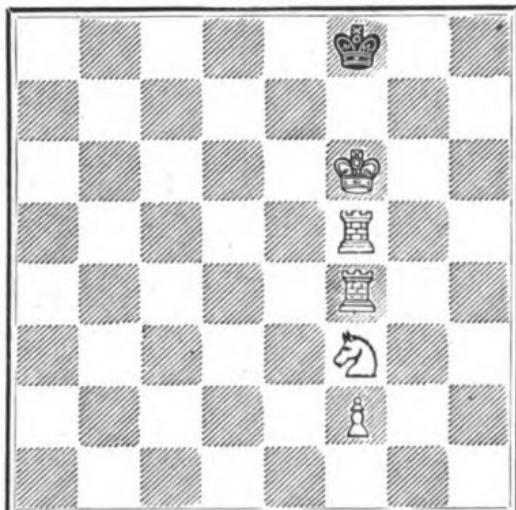
Black.

1.	R—R ₁
2. K—R ₁	R—KR ₁
3. K—Kt ₁	R—R ₅
4. K—R ₁	Q—Q ₇
5. K—Kt ₁	Q—KB ₇ ch.
6. K—R ₁	Q—Kt ₆
7. P × Q	P—R ₇
8. P × R	K—Kt ₆
9. P—R ₅	K—R ₆
10. P—R ₆	P—Kt ₆
11. P—R ₇	P—Kt ₇ mate.

END-GAME No. 10.*

(Position as Fig. 98.)

Black.



White.

FIG. 98.

White to move
and Mate in six
with the P.

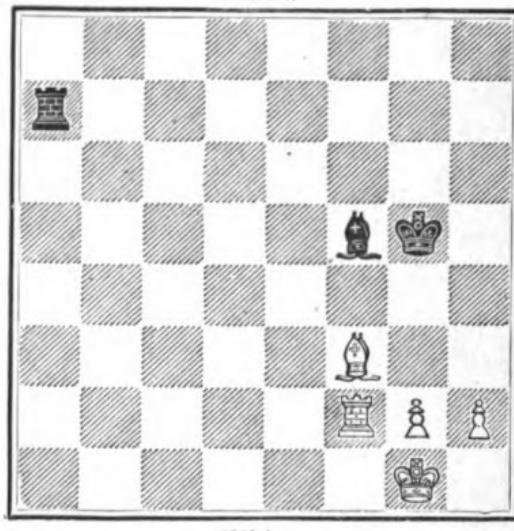
- | White. | Black. |
|---------------|--------|
| 1. R—K4 | K—Kt1 |
| 2. R—K8 ch. | K—R2 |
| 3. Kt—Kt5 ch. | K—R3 |
| 4. R—K3 | K—R4 |
| 5. R—R3 ch. | K—Kt5 |
| 6. P—B3 mate. | |

* This problem is given by Damiano, with the useless addition of a White B at KR1, and a Black P at KR7. In Carrera (1617) it is found as in the text. (VON DER LASA.)

END-GAME No. 11.

(Position as Fig. 99.)

Black.



White.

FIG. 99.

Black to move
and draw.

White.

Black.

- | | |
|----------|-----------|
| 1. . . . | R—R8 ch. |
| 2. R—B1 | R × R ch. |
| 3. K × R | B—R6 |

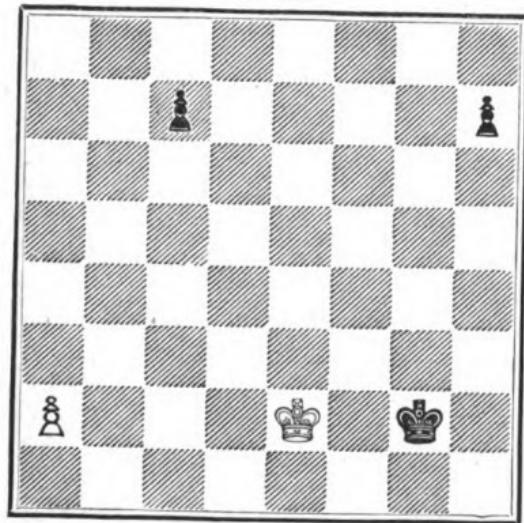
4. P × B, when Black, by retreating to KR1, secures a drawn game.*

* If White does not play 4. P × B, then 4. . . . B × P, and if 5. B × B or 5. K × B the same result follows. If White declines to take B, then Black proceeds to put his B constantly *en prise* of the White B, and whether the latter captures or is captured, the game is still drawn.

END-GAME No. 12.

(Position as Fig. 100.)

Black.



White.

- White.
1.
 2. P—R4
 3. P—R5
 4. P—R6
 5. P—R7

- Black.
- P—R4
 - P—R5
 - P—R6
 - P—R7
 - P—R8 (queens)
 - Q

FIG 100.

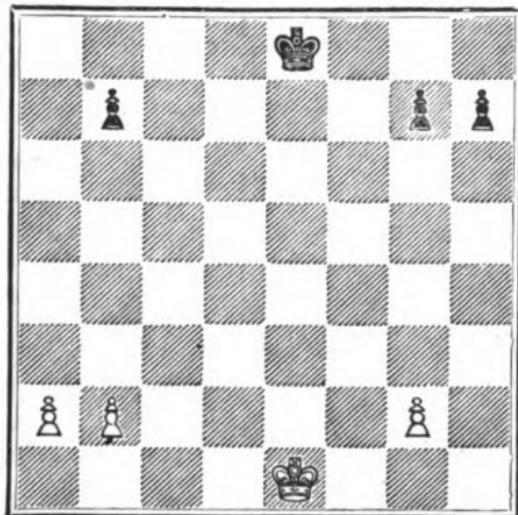
Black to play :
White to Win.

White.	Black.
6. P—R8 (queens) ch.	K—Kt8
7. Q—QR1 ch.	K—Kt7
8. Q—Kt7 ch.	K—R7
9. Q—R6 ch.	K—Kt7
10. Q—Kt5 ch.	K—R6
11. Q—R5 ch.	K—Kt7
12. Q—Kt4 ch.	K—R7
13. K—B2, and wins.	

END-GAME No. 13.*

(Position as Fig. 101.)

Black.



White.

White.

1. K—K₂
2. K—K₃

Black.

- K—Q₂
- K—Q₃

FIG. 101.

White to move,
and Win.

* This pawn-ending is not found either in the MS. of 1621 or in the early printed editions of Greco. It is taken with the solution given in the text (as to which, however, see note on next page), from the MS. of 1623. (VON DER LASA.)

Q 2

White.	Black.
3. K—K ₄	K—B ₄
4. K—K ₅	K—B ₅
5. K—K ₆	K—Q ₆
6. K—B ₇	

(Position as Fig. 102.)

Black.

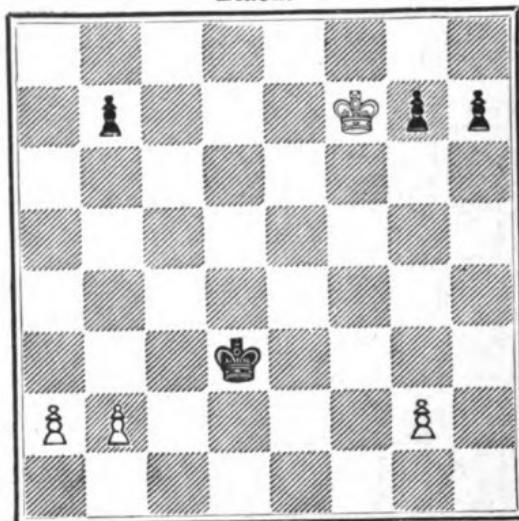


FIG. 102.

Position after
White's 6th
Move.

White.

6. . . .	$K—B7^*$
7. $K \times P$	$K \times P$

* As Von der Lasa points out, 6. . . . K—B₇ is a blunder; because after the two pawns have been captured on either side, Black's K is left at QR₇, and White, queening at KKt₈, does so with a check, and is thereby enabled to stay the progress of Black's P. To avoid this Black must gain a move, and this he may do by 6. . . . P—KKt₃, compelling White to expend three moves instead of two over the capture of the two Ps, and to make the final capture at a square where he will obstruct his own P. If Black is

White.	Black.
8. K × P	K × P
9. P—Kt4	P—Kt4
10. P—Kt5	P—Kt5
11. P—Kt6	P—Kt6
12. P—Kt7	P—Kt7
13. P—Kt8 (queens) ch.	K—R6
14. Q—Kt6, and wins.	

then permitted to capture the RP and the KtP on their original squares, he will queen first, and the game will be drawn. If White advances his QKtP to Kt3, the result will be the same, though the process will be slightly different, as under :—

6. . . .	P—KKt3
7. P—QKt3	K—B6
8. K—Kt7	K—Kt7
9. K × P	K × P
10. K × P	K × P
11. K—B7	K—B6
12. P—Kt4	P—Kt4
13. P—Kt5	P—Kt5
14. P—Kt6	P—Kt6
15. P—Kt7	P—Kt7
16. P—Kt8 (queens)	P—Kt8 (queens), and the game will be drawn.

THE
BIBLIOGRAPHY OF GRECO

UNTIL the appearance of Van der Linde's epoch-making work,* the bibliography of Greco had been very imperfectly dealt with ; several French editions of Ruy Lopez were ascribed to Greco, texts absolutely non-existent were likewise enumerated, and as each bibliographer merely copied from his predecessors, without the slightest attempt at verification, the result was chaotic. Van der Linde, indeed, took considerable pains to set matters right, but with imperfect success, he having made several errors both of omission and commission.

The printed texts enumerated in the following sketch have been for the most part carefully checked by myself. Where I have been compelled to accept information at second-hand, I have marked the item with an asterisk (*), and have added the source of my information. In the

* 'Geschichte und Litteratur des Schachspiels.' Two vols. Berlin, Julius Springer, 1874.

case of manuscripts such verification has of course been for the most part impossible, nor have I judged it necessary to enumerate the titles with the detail I have lavished on the printed texts, but wherever possible I have given the present location, and, in the case of public libraries, the press-mark.

I.—MANUSCRIPTS.

(1) *Trattato del Gioco de Scacchi, diuiso in Sbaratti and Partiti.* Dated Rome, February 12, 1620. The oldest known MS. of Greco. Now in Von der Lasa's library.

(2) A similar MS., undated. In the Palazzo Corsini at Rome.

(3) *Trattato del nobilissimo Giuoco degli Scacchi.* 1619. Dedicated to Henry II., Duke of Lorraine. The dedication is dated July 5, 1621; this MS. is therefore more recent than No. 1. Formerly in the library of the Duke of Tuscany at Florence, now probably in Salzburg.

(4) *Traité du tres noble jeu des eschecz.* Traduit par Guillaume Polidore Ancel. Nancy, 1622. In the Royal Library at Dresden (O. 60). This is a translation of No. 3.

(5) *The Booke of Ordinary Games at Chess.* 1623. Only the title-page is English, the text being Italian. In the library of Mr. John G. White, Cleveland, Ohio, U.S.A.

(6) A similar MS., undated. In Von der Lasa's library.

(7) A similar MS., undated. British Museum (Sloan 1937, Plut. XXII. D).

(8) *Trattato sopra la nobilita del Gioco di Scacchi.* 1624. Bibliothèque Nationale, Paris (MSS. Italiens, 952).

(9) *Trattato del nobilissimo et militare Essercitio de Scacchi.* 1625. Bibliothèque Nationale, Paris (MSS. Italiens, 1378). According to Mr. White, this is probably the MS. described by Beyer (*Memoriae historico-critico librorum rariorum Dresdae et Lipsiae, 1734*).

(10) A similar MS. 1625. Bibliothèque de Grenoble. (2008.) Formerly in M. Alliey's library.

(11) A similar MS. 1625. In Von der Lasa's library.

(12) A similar MS. 1625. Belonged to the late A. Samuda; now in his daughter's possession.

(13) *Le Jeu des Eschecs.* Dated 1625, but probably of later date. A French translation of the above. In my own library.

(14) An extract from No. 8 or 9. On the fly-leaf is written, "Jeu d'eschets de Mr. Talon Medecin. 1660." This appears to be only the name of a former owner. Bibliothèque Nationale, Paris (MSS. Italiens, 1379).

(15) *Il nobilissimo Giuoco degli Scacchi.* Bibliothèque d'Orléans. (654.)

(16) *Trattato del Giuoco degli Scacchi.* Florence, Biblioteca Riccardiana (Cod. chart. XXX.).

(17) *Introduction sur le Jeu des Echecs.* Merely a copy of the French printed text. Bibliothèque Nationale, Paris (14,886).

(18) *Libreito di giochare aschachi.* About 1630. In the Boncompagni Library at Rome.

(19) A MS. commencing : *Primo modo de Gioco de partito composto per Gioachimo Greco Calabrese.* Only contains end-games. National Library, Lisbon (H. 1, 31).

(20) *Précis historique et analytique des parties de Greco dit le Calabrois.* Bruxelles, 1855. By Von der Lasa. A few copies were made with a copying press for private distribution.

The MS. in the Toulouse Library mentioned by Van der Linde, ‘*Geschichte I.*,’ p. 362, No. XI., is not by Greco, but by Polerio.

II.—PRINTED TEXTS.

(A) IN THE ENGLISH LANGUAGE.

(1) The || *Royall Game* || of || Chesse-Play. || Sometimes || The Recreation of the late || King, with many of the || Nobility. || *Illustrated* || With almost an hundred || Gambetts. || *Being* || The study of *Biochimo* || the famous *Italian*. || *London*, || Printed for *Henry Herringman*, and are to be || sold at his shop at the sign of the Anchor, || in the lower walk of the New || Exchange, 1656. ||

8vo. 1 Portrait (King Charles I.) + 8 ll. + 120 pp. + 1 l.

There are two varieties of this edition, differing in the impression of the recto of the fifth preliminary leaf. This page has a poem commencing, “Sir, now unravell’d is the Golden Fleece”; in some copies it is headed, “To his honoured Friend on his Game of Chesse-play,” and the verses are signed “R. Lovelace”; whereas in most copies this poem is headed by a vignette,

bears no signature, and has only the catchword "We" at the foot of the page.

This edition is imperfect, lacking many games that appear in later texts. It was produced by F. Beale, who dedicated it to Montague, Earle of Lindsey.

(2) *Chess || Made Easy : || Or, The || Games || Of || Gioachino Greco, || The Calabrian ; || With Additional || Games and Openings, || Illustrated with || Remarks and General Rules. || The Whole so contrived, that any Person may learn to play in a few Days, || without any farther Assistance. || London : || Printed for J. and P. Knapton, in Ludgate-street, and W. Sandby, in Fleet-street. || MDCCL. ||*

12mo. 1 Frontispiece (Chess) + (xxiv) pp. + 1 Chess-board + 212 pp. + 1 leaf (Errata).

The notation employed is that of Stamma.

(3) *Gioachino Greco || On The || Game of Chess : || Translated From The French. || To Which Are Added, || Numerous Remarks, Critical and Explanatory, || By || William Lewis, || Author And Editor Of Several Works On Chess. || London : || Printed for the Editor, and Sold by || Longman, Hurst, Rees, Orme, and Brown, || Paternoster-Row. || 1819. ||*

8vo. (xii) + 148 pp.

(4) *A Treatise || On The || Game of Chess, || By || Gioachino Greco ; || Translated From The French. || To Which Are Added, || Numerous Remarks, Critical And Explanatory, || By || William Lewis, || Author Of Several Works On Chess. || London : || Published By W. Simpkin And R. Marshall. || 1833. ||*

8vo. (xii) + 148 pp.

The preceding work, with a fresh title-page.

(5) The Games of Greco. || Translated and Edited by || Professor Hoffmann, || *Editor of the "Book of Card and Table Games," "Hoyle's Games Modernized," &c.* || With || a Bibliography of Greco || by || J. A. Leon. || London: || George Routledge & Sons, Limited, || Broadway, E.C. || 1900. ||

8vo. xxiv + 246 pp.

The present work.

(B) IN THE FRENCH LANGUAGE.

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I have only seen two copies of this edition. That in the Bibliothèque Nationale, Paris, is simply No. 7 with a fresh title-page, and a new privilege to Le Febvre for five years, for the city of Paris only, dated May 8, 1707. The other copy is in my own possession, and is a made-up one, signatures A-Y being of the impression of the following edition, No. 11. The remainder of the book is of the impression of No. 7. The privilege is the same as in the first-mentioned copy. Both copies also contain the privilege of 1684.

(11) *Le Jeu || Des || Eschets || Traduit de l'Italien de || Gioachino Greco, || Calabrois. || (Vignette.) || A Paris, || Chez Jacques Le Febvre, || Imprimeur Libraire. || ruë S. Severin || au Soleil d'or. || M.D.C.C.XIII. || Avec Privilege Du Roy.*

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A fresh impression. There is no privilege, or trace of there ever having been one, in any of the numerous copies that have come under my notice.

There are two varieties differing in the impression of pp. 341-343.

(12) *Le Jeu || Des || Eschets, || Traduit de l'Italien de || Gioachino Greco, || Calabrois. || (Vignette) A Paris, || Chez Claude Robustel, ruë || Saint Jacques, à l'Image || Saiut (sic) Jean. || M.DCC.XIV. || Avec Privilege Du Roy.*

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No. 11 with a fresh title-page and new privilege granted to Le Febvre's widow on December 30, 1713, for four years, for the city of Paris only. At the foot of the privilege is the remark, "Les Sieurs Emery et Robustel ont cédé ledit Privilege à

Denis Mouchet, comme Principaux Acquereurs du fonds du sieur Le Febvre." Notwithstanding this, Robustel proceeds to publish the book on his own account.

(13) *Le Jeu || Des || Eschets || Traduit de l'Italien de || Gioachino Greco, || Calabrois. (Vignette) || A Paris, || Chez Denis Mouchet, à l'entrée de la Grand'-Salle, du || Palais à la Justice. || M.D.C.C.XIV. || Avec Privilege Du Roy. ||*

12mo. 11 ll. + 344 pp.

No. 11 with a fresh title-page and new privilege as in No. 12, only the latter is of a different impression, though textually the same.

Von der Lasa possessed a copy of No. 7 with title-page and privilege of No. 13.

(14) *La Plus Nouvelle || Academie || Universelle || Des Jeux, || Ou Divertissement || Innocens, || Tome Second. || || A Leide, || Chez Pierre Van Der Aa, || Marchand || Libraire, Imprimeur de la Ville & de l'Université. || M.DCC.XXI. ||*

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*(15) *La Plus Nouvelle || Academie || Universelle || Des Jeux, || || Tome second. || A Amsterdam || Chez J. Covens & C. Mortier, Mar- || chand Libraires sur le Vygendam. || M.DCC.XXVIII.||*

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(chessmen) + 400 pp. Pp. 1-180 : Le || royal Jeu || des || Echecs, Par || Gioachino Greco, &c.

= No. 14. (*Van der Linde.*)

(16) Academie || Universelle, || Des Jeux, || || A Paris, Au Palais || Chez Theodore Legras, Libraire, || Grand' Salle du Palais, à l'L couronnée. || M.DCC.XXX. || Avec Approbation & Privilege du Roy. ||

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*(17) *Ibid.*, Paris, 1737. (*J. G. White, Dr. Moreau.*)

(18) *Ibid.*, Paris, 1739.

Chess (Greco), pp. 280-458.

19. Le Jeu || Des || Echecs, || *Traduit de l'Italien* || De || Gioachino Greco, || Calabrois. || *Nouvelle Edition.* || (Vignette) || A Liege, || Chez J. F. Bassompierre, Impri- || meur & Marchand Libraire, à la || Ville de Hasselt en Neuvicte. || M.D.C.C.XLI. ||

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concludes "De l'Imprimerie de Joseph Bullot, 1743." From Académie Universelle des Jeux, 1743.

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This *nouvelle description* is, however, missing. The chess portion of this book also occurs with the following title :—

(23) Le || Royal Jeu || Des || Echecs, || Par G. G. Calabrois. || *Traduit de Italie (sic).* || A la fin se trouve une nouvelle description || du même Jeu, réduit aux Règles ordinaires et nécessaires pour le jouer || facilement. || *Par le Sr. G***.* || (Vignette) || A Londres, || MDCCLII. ||
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(24) Academie || Universelle || Des Jeux || || A Amsterdam, || Aux Dépens De La Compagnie. || M.DCC.LVI. ||

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*(26) Academie || Universelle || Des Jeux. || . . . A Amsterdam || M.DCC.LVIII. ||

12mo. pp. 294. Pp. 147-294: Le Jeu des Echecs (Greco). (*Van der Linde.*)

*(27) *Ibid.* M.DCC.LX. 12mo. 294 pp. Pp. 147-294: Le Jeu des Echecs (Greco). A fresh impression. (*Van der Linde.*)

*(28) *Ibid.* M.DCC.LXIII. (*Van der Linde.*)

(29) Le Jeu || Des || Échecs, || Traduit de l'Italien || De || Giachino Greco, Calabrois. || Nouvelle Edition. || (Vignette) || A Paris, || Chez es Libraires Associés. || M.DCC.LXXIV. ||

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8vo. 88 + 80 pp.

Greco's games take up the first 88 pages.

(31) Le Jeu || Des Echecs || Traduit De L'Italien || De Gioachino-Greco || Dit Le Calabrois, || Nouvelle Édition. || (Vignette) || Paris. || Chez Delarue, Libraire, quai des Augustins, 11; || Lille, chez Blocquel-Castiaux. ||

12mo. (132) pp. + vi. plates (diagrams). Published in 1843.

- (32) Analyse || Du || Jeu Des Échecs || Par A. D. Philidor || Édition augmentée . . . du Traité de Greco . . . Par C. Sanson || Directeur de l'Echiquier, *Journal des Échecs* || (Vignette) || Paris || Garnier Frères, Libraires-Éditeurs || 6, Rue Des Saints-Pères, Et Palais Royal, 215. ||
 8vo. 1 portrait (Philidor) + (xxxvi) + 498 + 6 pp. Pp. 333-469 : Traité || Du || Jeu Des Échecs || Par || Gioachino Greco || Nouvelle Édition || Augmenté De Notes, De Variantes Et Illustré || De Nombreux Diagrammes || Par C. Sanson || Pp. 470-472 : Bibliographie des éditions publiées de Greco Calabrois.

The bibliography is full of mistakes.

(c) IN THE ITALIAN LANGUAGE.

- (33) Giuochi || Delle || Minchiate, Ombre, Scacchi, || Ed altri d'ingegno || || Da D. Francesco Saverio Brunetti || Da Corinaldo. || (Vignette) || In Roma, per il Bernabò, e Lazzarini, 1747. || *Con licenza de' Superiori.* ||

8vo. 144 pp. Chess, pp. 81-122 and 131-144. Several of Greco's games are given without acknowledgment of authorship on pp. 109-122.

- (34) Miscellanea || sul giuoco || Degli Scacchi || Napoli, presso E. C. Usigli, 1861. ||

4to. Pp. 114-121 : I Giuochi || Di Gioachino Greco || Detto Il *Calabrese*, || Con Note || Di Von der Lasa. || This has been translated from the *Schachzeitung* (see No. 37); the notes are really by Dufresne.

(D) IN THE GERMAN LANGUAGE.

(35) Das Schach || des Herrn || Gioachino Greco Calabrois || und || die Schachspiel-Geheimnisse || des Arabers || Philipp Stamma, || verbessert, und nach einer ganz neuen Methode zur || Erleichterung der Spielenden umgearbeitet || von || Moses Hirschel. || (Vignette) || Drey Theile. || Mit einer Kupfertafel. Breslau, || bei Gottlieb Löwe, 1784.

8vo. 1 frontispiece (chessboard) + 4 ll. + (222) pp. Greco, pp. 1-130.

(36) Moses Hirschels || Unterricht || für || Schachspieler || nebst || Entdekkung || der Schachspielgeheimnisse || derer Herren || Gioachino Greco Calabrois || und des Arabers || Philipp Stamma. || Verbessert und nach einer ganz neuen Methode zur Erleichterung der || Spielenden umgearbeitet. || Leipzig || in der Sommerschen Buchhandlung. || 1795. ||

8vo. 4 ll. + 1 plate (chessboard) + (222) pp. The preceding work, with a fresh title-page.

(37) Die Spiele des Calabresen Greco. By Jean Dufresne; appeared in the *Schachzeitung*, 1857, pp. 209, 354; 1858, pp. 3, 102, 249.

(38) Berliner || Schach-Erinnerungen || Nebst Den Spielen || Des Greco Und Lucena || Vom || Herausgeber Des Von Bilguerschen Handbuches. || (Vignette) || Leipzig, || Verlag Von Veit & Comp. || 1859. ||

8vo. 3 ll. + (224) pp. + 1 l. + 9 folding tables. Pp. 117-155 and 9 tables: Die || Spiele des Calabresen Greco || geordnet von || v. d. Lasa. ||

(39) Das Schachspiel || Des || XVI. Jahrhunderts. || Nach Unedirten Quellen Bearbeitet Von ||

Dr. Antonius Van Der Linde. || Berlin, 1874, || Verlag Von Julius Springer, || Monbijouplatz 3. || 8vo. (x) + (210) pp. Pp. 91-106, Gioachino Greco.

(E) IN THE DANISH LANGUAGE.

*(40) Haandbog || For || Schachspillere || eller Fuldstaendig Anwiisning til at laere at spille Schach, || ved Gioachino Calabrois || Efter det Italienske. || Kjöbenhavn. || Boghandler Hegelunds Forlag. || Trykt i L. Levin's Bogtrykkeri. 1854.
8vo. 48 pp. (*Van der Linde.*)

(F) IN THE DUTCH LANGUAGE.

(41) De Schaakpartijen van den Calabrees Greco. *Sissa*, 1858, pp. 11, 37, 101, 165, 197, 261; 1859, pp. 198, 235, 328, 355. Translated from No. 37 by B. Spoelstra.

(42) De || Schaakpartijen || Van || Gioachino Greco. || (Chess-board) || Nijmegen : || Adolf Blomhert || 1865 ||.

8vo. xiv + 34 pp. By Van der Linde.

(G) MISCELLANEOUS.

(43) Historische || Bemerkungen über Greco und sein Werk. *Schachzeitung*, 1856, pp. 249-257. By V. d. Lasa. It is embodied in No. 38.

(44) The Old Masters of Modern Chess. IV. Gioachino Greco. *British Chess Magazine*, 1895, pp. 109-112. By the compiler of this bibliography.

(45) The preceding article translated into

Italian. *Nuova Rivista degli Scacchi*, 1895,
pp. 3-6.

(46) Cozio, in his *Giuoco degli Scacchi*, Torino, 1766, vol. 1, pp. 308-357, works out a number of Greco's games to a conclusion opposite to that arrived at by Greco.

(47) The large majority of Greco's games are also contained in Alexandre's "Encyclopédie des Échecs," Paris, 1837. They are there to be found as under:—

Table.	Columns.	Table.	Columns.
6 ..	33, 35.	29 ..	3, 19, 21, 28.
8 ..	11, 12, 34.	30 ..	5-7, 11, 23.
9 ..	3, 4.	31 ..	4, 9.
11 ..	1-6.	32 ..	14.
13 ..	26-33.	33 ..	19, 29.
14 ..	1-4, 16, 18, 31.	36 ..	32.
15 ..	18-23.	37 ..	24.
16 ..	8, 9.	38 ..	2-4.
23 ..	18-20.	41 ..	1-5, 13-15.
24 ..	9, 16-23.	42 ..	3.
25 ..	28, 30, 31.	48 ..	7, 8, 19.
26 ..	1-7, 28, 33.	50 ..	28.
28 ..	11, 12.		

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